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INTRODUCTION



A NEW ERA OF KOMBAT HAS BEGUN...

It doesn't matter if you've conquered Mortal Kombat I and II—a new era has begun with the release of Ultimate MK3 Arcade. As you discover the secrets buried behind the circuits of MK3 Arcade in this book, you begin the first day of the rest of your Mortal life...

If you've always wanted to be the one in charge of the game—instead of on the receiving end of an ugly combo—then you've come to the right place. This book will first guide you through the basics of MK3, then take you to the next level of kombat—showing you how to manipulate any character to your benefit. After you have studied this book cover to cover, you will definitely be a better MK3 player. All of the strategy compiled here comes from personal gamer knowledge and experience.

Prepare yourself, mortal—you are about to begin your journey into the Outworld's deepest realms!

HOW TO USE THIS BOOK

We know that you don't want to read all day when you could be playing Ultimate Mortal Kombat 3. That's why this book uses some abbreviations when explaining how to perform each warrior's special moves—so you can memorize the move sequence at a glance!

It's really simple. As far as the joystick moves go, Back means away from your opponent, and Forward means toward your opponent. If you can't figure out Up and Down, it's time to consider a new hobby.

Here are some examples:

PRESS LK, LP

This means first press the Low Kick button, then press the Low Punch button.

KNOW THE CODE

D	Down
U	Up
F	Forward
B	Back
LP	Low Punch
HP	High Punch
LK	Low Kick
HK	High Kick
BL	Block
RN	Run
(CLOSE)	perform move beside opponent
(AT MID RANGE)	perform move at a sweep's distance
(FAR)	perform move at a full screen's distance

PRESS LK + LP

This means press the Low Kick and Low Punch buttons at the same time.

A move that requires you to rotate the joystick while you are pressing a button may look like this:


B, B/D, D, D/F, F + LP

This means move the joystick counterclockwise from Back to Down to Forward in one easy motion—then press the Low Punch button at the exact moment you've spun to the Forward position.

Other moves require you to hold down a button, perform a sequence of joystick movements, then release the button. Such a code will look like this:

(BL) U, U, D

THE WORDS OF RAYDEN!

A full-page illustration of Rayden, a character from the Mortal Kombat series. He is depicted in a dynamic, forward-leaning pose, wearing his signature blue and white gi with a blue sash. He has a determined, slightly menacing expression, showing his teeth. He wears a traditional orange and red conical hat. His right hand is extended forward, palm facing the viewer, with fingers slightly curled. The background is dark and textured, with a large, stylized red circular emblem in the upper left corner. A speech bubble originates from his mouth, containing the text.

You have been
chosen to represent
Earth in Mortal Kombat.
Each of you poses a vital threat
to Shao Kahn's occupation of
Earth. Be warned; although your
souls are protected against Shao
Kahn's evil, your lives are not!
I cannot interfere with these
matters any longer. Your
Earth is now governed by
the gods of the
Outworld.

WHAT'S NEW IN MK3?

The first thing you'll notice about Ultimate MK3 is that there are several "new" characters. Making their return from MKII are Kitana, Reptile, Jade, and Scorpion.

When you really get into the game, you'll notice that there are now three extra character boxes and Smoke is a regular character. The new hidden characters are Ermac, Mileena, and Classic Sub-Zero from MKII.

Another new feature is that you can choose your own ending. When you beat the game, you will be presented with numerous symbols, each representing a different ending. Listed below are the paths and their corresponding symbols.

As you know if you've played MK3, the machine has an added button. The sixth button (Run) is located down and to the left of the Low Punch button for easy access with your thumb. This button is used to enhance your character's speed when moving forward. It's very helpful for getting close to your opponent fast after you uppercut them or knock them down.

Next, as you come to the Character Select screen, you'll find some new Kombatants, as well as some familiar faces. Returning from the original Mortal Kombat are the two characters which were barely seen in MKII—Sonya Blade and Kano. Now playable once again, you need to learn their new moves to be effective with them.

After both players select their characters, the new and improved Versus Screen will appear. With both Kombatants facing each other in a fighting stance, you really get the feeling that you are about to enter into something beyond your control! Below both fighters at the bottom of the screen is another of the new features—the Kombat Code Bar. Truly an innovative idea for any game, the Kombat Code Bar lets players customize their fighting environment.

When you finally get to the fighting stages, you will notice the environment has changed a bit. With the all-new stages, MK3 will make you feel like you're fighting in downtown Chicago. You'll fight in a bank, on top of buildings, and on bridges (just to name a few). Also added to the game are the new "multi-level" stages (multi-level meaning you can now knock your opponent up (or possibly down?) into a different stage, and then continue fighting there).

As you fight, you'll probably notice that the gameplay seems a bit faster than previous versions—when you use the Run button, you'll notice that gameplay has *really* sped up! In addition to the quick pace of the fighting, you'll hear a completely new mix of intense music and superb sound effects.





Finally, if you find yourself with that urge to "finish" your opponent, you can have the pleasure of performing a finishing move falsely rumored to be in MKII—an Animality! Your character can now morph into an animal/insect and kill your opponent. Although they're not the best-looking finishing moves in the game, they do add a unique sense of humor to MK3. Overall, you'll find that the new additions to Mortal Kombat 3 combine perfectly to give you the greatest fighting game experience yet!

WHAT EVER HAPPENED TO...?

Unfortunately, some of the past MK's Kombatants will not be returning. Missing from this tournament are the mutant henchman, Baraka; the movie star, Johnny Cage; and the protector of all, Rayden. It is rumored that Rayden and Johnny Cage *might* be playable via a secret code—but then again, maybe not. Supposedly, Kintaro of Mortal Kombat II has been killed, so he probably won't be appearing either.

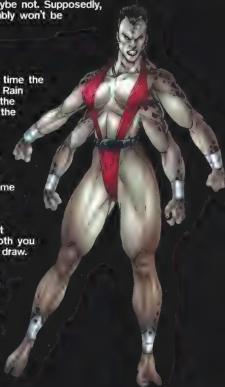
RUMORS

With a new MK game comes the inevitable rumors. This time the rumor is that a secret character named Rain is playable. Rain can be seen in the demo of Ultimate MK3 if you watch the fights closely. Supposedly he has some kind of tie with the Graveyard Stage.

Also, there is rumor of a new Fatality style. Maybe Brutality, or something rumored to be in a previous MK.

Like the first two MKs, expect to hear one or two (hundred) rumors floating around. Here's just a sample of some that have surfaced through the Internet:

- 1) **Suicides** (I actually heard this at the ACME show). Supposedly you can kill yourself before your opponent does. I also heard that there might be a way to kill both you and your opponent to make a losing battle for you, a draw.
- 2) **Playable Hidden Characters** (Of course, this is Mortal Kombat). Rumors include Smoke, Noob Saibot, Cage's Spirit, Goro, and Rayden.
- 3) **Playable Boss Characters**. It's been said that one or both of the bosses might be playable. Imagine fighting as Motaro *against* Shao Kahn—the possibilities are mind-boggling!








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
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
PHONY-JACKSON (fo' nee jak' suhn), *n.* Any player who overestimates their playing ability. [i.e., "For all his talk about how he could destroy anyone when playing as Sheeva, David turned out to be a real phony-jackson when Michael nailed him with a flawless victory as Sub-Zero."] 


DOUG (duhg), *n.* A person with no hand-eye coordination who attempts to play MK3. [i.e., "Howard can't even catch a football, what makes that doug think he can play MK3?"] 


SLAMMIN' A DOUG (sla' mihn uh duhg), *v.* The art of destroying an inexperienced MK3 player. [i.e., "I was really slammin' a doug when I took that novice down in just a few seconds."] 

NINJA-MOVES (nihn' juh moovz), *n.* A complex and intricate set of moves or combos rarely seen performed by anyone less than a MK3 master. [i.e., "Yeah, I know you said Robert was pretty good, but did you see those 7-hit combos he was kickin'? Those are ninja-moves, man."] 

TURKEY-ACTION (ter' kee ak' shun), *n.* The art of simultaneously flailing around on the joystick and pounding buttons in an attempt to gain a victory. [i.e., "Tim had me going when he took you down in round three, until he pulled that turkey-action tryin' to do Kabal's fatality."] 

SCHMIGGITIED (shmih' jih teed), *ad.* How one feels after getting totally demolished by an MK3 master. [i.e., "Henly was so schmiggitied after Les beat him that he had to bite back the tears as he shamefully left the arcade."] 

NO-BEARD (no' beerd), *n.* An individual who has read too many MK3 FAQs, but still hasn't the slightest idea of how to play. [i.e., "Sean scaped the Internet all night for MK3 codes and that no-beard still got his butt whipped the next day."] 

DA SKILLS (duh' skeelz), *n.* An intrinsic advantage that all MK3 masters possess; an esoteric, yet essential quality necessary to win. [i.e., "Bruce is quite humble about his MK3 fighting prowess, but let me tell you... he definitely has da skills."] 

KOMBAT BASICS

STARTING A GAME

If you've ever played MK or MKII, you should have no problem starting a game on MK3. Just put your one or two quarters in and get ready to rumble...

The Character Select screen features ten Kombatants from previous versions of Mortal Kombat and seven new ones. The three squares with Dragon Symbols will be occupied by Ultimate MK3's three hidden characters if the correct Ultimate Kombat Codes are entered.



Use the joystick to highlight different Kombatants pictured in the Character Select screen. When you've highlighted the character you wish to fight as, press any punch or kick button to tell the computer that this is your choice. You can also have the computer select your character for you by holding up on the joystick and pressing the Start button—this is called Random Select. Just make sure you're somewhat familiar with all of the Kombatants before you let the computer decide your fate.

UNDERSTANDING AND PERFORMING THE MOVES

As with previous versions of Mortal Kombat, all of the playable characters have the same basic moves. Where the game really begins to differentiate itself from other fighting games is when the Special Moves come into play. Most of the moves are relatively easy to perform, others require some practice. You'll find that all of the Special Moves are useful, although a truly skilled gamer should be able to win without relying too heavily on them. (To get the codes for a character's Special Moves, refer to the chapter that discusses that particular character.) The basic moves shared by all the Kombatants are as follows: high punch, low punch, high kick, low kick, roundhouse, sweep, uppercut, juggle punch, pop kick, push kick, neck kick, and throw.

**HIGH PUNCH****HP****LOW PUNCH****LP****HIGH KICK****HK****LOW KICK****LK****ROUNDHOUSE****B + HK****SWEEP****B + LK****UPPERCUT****D + HP****JUGGLE
PUNCH****D + LP****HIGH PUNCH**

The high punch is performed by pressing the High Punch (HP) button. It is very useful for adding hits onto combos, and also to push back jumping attackers.

LOW PUNCH

The low punch is performed by pressing the Low Punch (LP) button. It's useful for pushing back an attacker who gets too close. You can also use the low punch for adding hits onto a combo.

HIGH KICK

The high kick is performed by pressing the High Kick (HK) button. The high kick is best used for jolting an attacker out of a jumping kick.

LOW KICK

The low kick is performed by pressing the Low Kick (LK) button. Press low kick when your opponent is standing too close—it will push the two warriors apart.

ROUNDHOUSE

The roundhouse kick is one of the most devastating basic attacks. It is performed by holding back on the joystick and pressing the High Kick (HK) button. Roundhouse kicks, when timed correctly, can be used to stop incoming jumping attacks, add extra hits onto combos, and to push opponents who come too close across the screen.

SWEEP

The sweep is, by far, the most effective basic move in this or any other version of *Mortal Kombat*. It is performed by holding back on the joystick and pressing the Low Kick (LK) button. This move is most often used to separate yourself from a blocking opponent, but can also be used to counter some jumping attacks.

UPPERCUT

The uppercut is another powerful basic move. It is performed by holding down on the joystick and then pressing the High Punch (HP) button. It is useful for countering jumping attacks, and it takes off a lot of health—fast!

JUGGLE PUNCH

The juggle punch is performed by holding down on the joystick and then pressing the Low Punch (LP) button. This move is great for adding hits in corner combos, and also for pushing opponents away from your character.

BASIC MOVES



POP KICK

D + HK

PUSH KICK

D + LK

NECK KICK

JUMP OVER
OPPONENT +
HK OR LK
BEFORE
LANDING

THROW

F + LP
(CLOSE)

POP KICK

The pop kick is among the least useful basic moves in *Mortal Kombat 3*. It is performed by holding down on the joystick and pressing the High Kick (HK) button. If your timing is precise, you can sometimes use it to counter jumping kicks.

PUSH KICK

A push kick is performed by holding down on the joystick and pressing the Low Kick (LK) button. This is an excellent move for pushing away an opponent who is attacking at close range. It can also save you from certain jumping attacks.

NECK KICK

Commonly referred to as a cross-up, the neck kick is a great move for starting Juggle combos—as well as confusing opponents. Begin a neck kick by jumping over your opponent. Once you are on the other side (but before you've landed on the ground) press either kick button (HK or LK) in mid-air.

THROW

The throw, when executed at the right time, can be a very difficult attack to block. Contrary to belief, throws *can* (yes, can) be blocked. The throw is performed by holding forward with the joystick and pressing the Low Punch (LP) button at close range. Throws can only be blocked by holding the joystick in the "defensive crouch" position (simultaneously holding down on the joystick and pressing the Block (BL) button).

THE COMBO SYSTEM

A combo is a sequence of moves which are unblockable after the first hit connects—and *Ultimate MK3* is loaded with them. It's always fun to pulverize the person you are playing against with a 50%+ combo—leaving them totally stunned with their mouth hanging open.

Combos in *Ultimate MK3*, as in most good fighting games, are meant to inflict the most damage possible while the opponent is helpless. Most combos require precise timing and a lot of practice. Some are more difficult to perform than others. You can damage your foe with the traditional Juggle combos, or you can kill off your opponent with a Button Link combo. A Button Link combo is a combo performed by pressing buttons in a predetermined sequence. To execute a Button Link combo, your character has to be standing right next to your opponent.

If you're quick enough, you can press all the buttons for the combo—the computer will remember what you pressed and continue to finish the combo. A Juggle combo is performed by knocking your opponent into the air, then attacking them before they hit the ground by using your character's regular and special moves. Juggle combos are usually more devastating than Button Links, but are often much harder to pull off. So, you have two different ways of inflicting damage!

COUNTERS

A counter is a move or string of moves that, when executed properly, stop an opponent from damaging you and dishes out some damage to them at the same time. By learning your character's counters, you can become an almost impenetrable force when blocking. There are two different types of counters in Ultimate MK3, and when used at the correct time, you can counter almost every type of attack. The two types are listed below.

SWEEP COUNTERS

A Sweep Counter is used after you have blocked an opponent's sweep. By using Sweep Counters, you can make people think twice about sweeping you too much.

JUMPING ATTACK COUNTERS

A Jumping Attack Counter is used when an opponent jumps toward you with a jump kick or a jump punch. These can sometimes be even more effective than a special move or uppercut—and often result in cool-looking Juggle Combos.

FINISH HIM/HER

Besides the awesome gameplay, great graphics, and killer sound, Ultimate MK3 offers yet another astonishing feature with which to suck you in. Behold the Finishing Moves. A Finishing Move is a special attack that can only be used at the end of the second or third round, after you have defeated the opposing Komatant twice. These moves usually require you to be a specific distance away from your opponent, then you must use a special combination of joystick and button presses. As the title implies, Finishing Moves do just that—they finish your opponent. You know when to perform a Finishing Move by listening for the computer to say "Finish Him/Her!"

There are a wide variety of Finishing Moves to choose from and they vary from character to character. The different ways you can choose to finish your opponent are: 1) perform one of your character's Fatalities, 2) execute one of the three Stage Fatalities (Pit Fatality, Subway Fatality, or Wooden Tower Fatality) depending on which background you're playing on, 3) Babality, 4) Friendship, and 5) the Animality.

You can even forgo the opportunity to finish your opponent (at least temporarily)—this option is called a Mercy.

SHOWING MERCY

UNIVERSAL CODE: (RN) D, D, D

A new addition to the finishing move collection is the Mercy. A Mercy is a special move performed in place of a finishing move that grants a defeated opponent a portion of health with which to continue fighting. Mercies must be executed at the end of the third round. Also, some of the other finishing moves require you to perform a Mercy, then defeat your opponent again before you can use the particular finishing move you had in mind.

FATALITY

Your character makes sure they'll have no trouble with defeated opponents in the future by destroying them with their Fatality. The most well-known feature of the entire MK series, the Fatalities are sometimes gruesome—others are just plain comical.

STAGE FATALITIES

Lava Pit

New to Ultimate MK3 is the Lava Pit stage. Now you can uppercut your opponent into this boiling pit of molten rock. After hitting your opponent, hold down both Run Buttons to hear Shao Kahn—or both High Punch buttons to hear Dan Forden declare, "Toasty!" Hold down all four buttons to hear both voices.



Pit III Fatality

As in the first two Mortal Kombat games, you have the option of finishing off your opponent by knocking them off a bridge where they then fall to a gruesome death. In MK3, your opponent now falls into numerous churning blades that grind them to a pulp. One of the best looking finishing moves in the game, the Pit III Fatality can only be performed on the Pit III stage.

Subway Fatality

The Subway Fatality is probably the most comical Fatality in MK3. It consists of you knocking your opponent onto the far track of the Subway area, then the commuter train comes by and rams into the helpless victim. This background-related Fatality is performed on the Subway stage.

Wooden Tower Fatality

The new Wooden Tower Fatality is the third of the Stage Fatalities in MK3. When you execute the Wooden Tower Fatality, you uppercut your opponent high into the sky. They then come down and fall through six floors, finally coming to a halt on some most-heinous spikes.

BABALITY

A Babality is a Finishing Move that transforms your opponent into a baby (imagine that). To perform a Babality, you must not press Block in the final round, then execute the particular set of moves for your character.

FRIENDSHIP

After mercilessly beating your opponent senseless, you can show them that you really want to be their friend instead of destroying them. As with Babalities, you must not press Block in the final round in order to set the stage for this move.

ANIMALITY

Finally making its appearance in MK3, the Animality was of course the biggest rumor of Mortal Kombat II. This Finishing Move consists of your character morphing into an animal to attack your opponent. Animalities can only be performed after you have given your opponent a second chance to live (by performing a Mercy), then destroying them yet a second time in the final round of kombat with this interesting and long-awaited Finishing Move.

SPECIAL CODES

We were all given just a taste of codes in MKII—now we get the full dosage. One of the coolest features of Mortal Kombat 3 is the addition of the Choose Your Destiny (CYD) system. The CYD system gives players access to a host of hidden features and characters—it also extends the life of the game by making sure avid gamers won't get tired of seeing the same old thing over and over again.

The new code system is made up of 10 different symbols that appear in a row of six boxes at the bottom of the Versus Screen (The Ultimate Kombat Kode is a series of ten boxes—more about that later). The order of these symbols can be manipulated by pressing different buttons for Player One and Two. Certain combinations of symbols unlock special features of the game. The ten symbols can be utilized at two different times during gameplay. On the Versus Screen, you can enter one of the six-symbol codes. The other place a code opportunity arises is after you have lost to the computer in a one player game—this is your chance to enter a ten-symbol code called an Ultimate Kombat Kode.

With a total of ten symbols to choose from, this could turn into a button-pressing frenzy. Fortunately, the game developers cut you a break to save you from this dilemma. By pushing and holding the joystick up, you can reverse the sequence of the symbols. For instance, this makes it much quicker to select the tenth symbol, because instead of having to press the button nine times, you simply push the joystick up and press the button once.

Here's an example: Say you want to select the code for Player 2 Handicap. This one could be tough to execute in time if you use the traditional method, because you must select the Rayden symbol in four of the boxes—a task



that would require you to hit the corresponding buttons seven times! An easier (and faster) way is to hold the joystick up to reverse the sequence of symbols. When you do this, you now must only press those buttons *three* times (+7 = -3). Think of the codes like the properties on a Monopoly board. If you were on the first property past Go, imagine how much easier it would be to just hop back one if you wanted to return to Go, instead of working your way around the whole board again.

The chart below identifies each of the ten symbols and the number of times you must press the button to select them. The negative numbers (in parentheses) indicate the number of times you need to press the buttons when moving in reverse sequence (when the joystick is held up).

SYMBOL NAME	NUMBER OF TIMES YOU PRESS BUTTON
Dragon (DR)	0
MK	1 (-9)
Yin Yang (YnY)	2 (-8)
3	3 (-7)
?	4 (-6)
Bolt (BT)	5 (-5)
Goro (GR)	6 (-4)
Rayden (RD)	7 (-3)
Shao Kahn (SK)	8 (-2)
Skull (SKL)	9 (-1)

VERSUS SCREEN KOMBAT CODE BAR

The Kombat Code Bar on the bottom of the Versus Screen enables fighters to customize their fighting environment. Each time you press the Low Kick, Block, and High Kick buttons, the next symbol in the sequence appears.

The first three symbol boxes are manipulated by Player One's controls, the second three by Player Two.



LP BL LK LP BL LK

THE ULTIMATE KOMBAT KODES

Whenever you are defeated by the computer in a one-player game, you will be asked to "Enter An Ultimate Kombat Kode."

An Ultimate Kombat Kode is a series of ten symbols, the sequence of which is manipulated by both Punch buttons, both Kick buttons, and the Block button for Player One and Two. The first five symbol boxes are manipulated by Player One's controls, the second five by Player Two. The illustration to the right details each button and which code symbol it manipulates.

Entering one of the three Ultimate Kombat Kodes reveals one of the hidden characters. Ultimate MK3 features Mileena, Ermac, and Classic Sub-Zero.

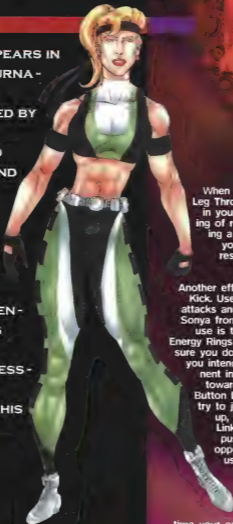
SEE THE "SECRET CODES" SECTION OF THIS BOOK FOR A LIST OF THIS AND OTHER ULTRA-COOL GAME SECRETS!



HP LP BL LK HK HP LP BL LK HK

SONYA BLADE™

SONYA DISAPPEARS IN THE FIRST TOURNAMENT, BUT IS LATER RESCUED BY JAX. AFTER RETURNING TO EARTH, SHE AND JAX TRY TO WARN THE U.S. GOVERNMENT OF THE LOOMING OUTWORLD MENACE. LACKING PROOF, THEY WATCH HELPLESSLY AS SHAO KAHN BEGINS HIS INVASION.



PLAYING AS SONYA

When playing as Sonya, remember the Leg Throw—it's a fast and furious move in your arsenal. If you perfect the timing of running forward and then executing a Leg Throw, you will often catch your opponent trying to jump—the result will be quite a down-to-earth experience for your foe.

Another effective weapon is her Rising Leg Kick. Used mostly for countering jumping attacks and neck kicks, it can also protect Sonya from other kicks. The best tactic to use is to simply vary your attacks from Energy Rings to running Leg Throws—making sure you don't become too obvious in what you intend to do. If you catch your opponent in the Leg Throw, immediately run toward your fallen victim and perform Button Link Combo #2. This way, if they try to jump away from you as they get up, you'll still smack them. If Button Link Combo #2 is blocked, you'll be pushed away to safety. When your opponent jumps at you, immediately use your Teleport Punch to knock them back down.

Also, get close and perform Button Link Combo #3 whenever possible—most of the time your opponents will block the first few hits and end up catching the last two or three hits.

SPECIAL MOVES



RING TOSS:

Focusing her energy into her wrists, Sonya unleashes rings made of pure power at her opponent.



LEG THROW:

By performing a cartwheel-like maneuver, Sonya can grab opponents with her legs, and fling them around.



FLYING PUNCH:

Sonya can leap into the air with a quick punch to take out jumping attackers.



RISING LEG KICK:

With a tactic learned from Liu Kang, Sonya performs a vertical variety of the legendary Bicycle Kick.

RING TOSS:

D, D/F,
F+LP

LEG THROW:

D+LP+BL

FLYING PUNCH:

F, B, HP

RISING LEG KICK:

B, B, D+HK

CODES

KISS OF DEATH:

B, F, D, D + RN
(FAK)

PURPLE HAZE:

(BL + RN)
U, U, B, D

ANIMALITY (HAWK):

(LP) B, F, D, F

BABALITY:

D, D, F + LK

FRIENDSHIP:

B, F, B, D + RN

STAGE

FATALITIES:

F, F, D + HP

FINISHING MOVES

KISS OF DEATH:

Still finishing off her opponents the same way as in the first Mortal Kombat tournament, Sonya blows a most deadly flaming kiss.



PURPLE HAZE:

Sonya blows a ball of purple energy which encapsulates her victim and ultimately leaves them lying in a pile of bones.



ANIMALITY (HAWK):

Morphing into a huge bird, Sonya swoops down and seizes her adversary.



BABALITY:

Sonya shows us how cute she was as a baby.



FRIENDSHIP:

Sometimes Sonya decides she just wants to be friends.



STAGE FATALITIES:

This code works for The Pit, Wooden Tower, and Subway Fatalities.

COMBOS

BUTTON LINK COMBOS:

- #1 HP, HP, LP, B + HP
- #2 HK, HK, B + HK
- #3 HK, HK, HP, HP, LP, B + HP
- #4 HK, HK, HP, HP, U + LP
- #5 HP, HP, U + LP

JUGGLE COMBOS:

- #1 Neck Kick, Energy Ring
- #2 Jump Kick, Leg Throw
- #3 Jump Kick, Rising Leg Kick
- #4 HK, HK, HP, HP, U + LP, Jump Kick, Leg Throw

SUPER CORNER COMBO

If you can trick your opponent into either corner you can inflict major damage by...

- 1 connecting with a deep jumping kick,
- 2 immediately performing two juggle punches,
- 3 following those up with a standing low punch,
- 4 then connecting with a quick Rising Leg Kick.

A 5-hit combo of average difficulty, use this whenever you see an opening.

COUNTERS

SWEEP COUNTER:

Rising Leg Kick (as sweep is starting)

JUMPING ATTACK COUNTERS:

Standing HK
Teleport Punch
Rising Leg Kick
HP, Energy Ring
HP, Teleport Punch
HP, Leg Throw

PLAYING AGAINST SONYA

To defeat a good Sonya player, you must be skilled in the *fake* technique. Make your opponent think you aren't blocking (when you really are) to make them attempt a Leg Throw, then counter. Run toward Sonya in spurts and remember to block frequently. If your opponent attempts a neck kick, use a well-timed uppercut to take her out of the air. If you happen to knock her down, immediately run toward her and perform a quick Button Link combo—this will push you away to safety. After Sonya is pushed back, opponents tend to jump toward their attacker, which opens up a couple of options for damage—you can dish out an uppercut or smash Sonya with a roundhouse kick.

If Sonya throws an Energy Ring, be sure to counter with a fast combo that starts with a jump kick. If you are too close, jump over her and use your neck kick. Just don't try to land and combo—you will miss because she leans forward when throwing an Energy Ring.

MOST DANGEROUS FOES:

Nightwolf, Sub-Zero, Sheeva, Cyrax



WEAKNESSES

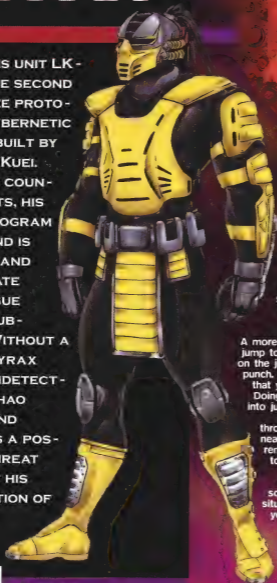
Sonya is left wide open if her Leg Throw is blocked. Also, as she begins to throw an Energy Ring, she winds up, making it easy for your opponent to know what's coming and then counter it with a jump kick. Another word to the wise: do not use her Rising Leg Kick too frequently—you will be on the receiving end of an uppercut if you miss.

SONYA BLADE VICTORY SCREEN

Sonya and Jax form the Outworld Expedition Agency (OEA). Here they catch criminals left alive after Kahn invades. They enter the tournament in an effort to destroy Kahn and save the world. Sonya finally defeats Motaro and the almighty himself, Shao Kahn. Sonya's and Jax's group prospers.

CYRAX™

CYRAX IS UNIT LK-4D4, THE SECOND OF THREE PROTOTYPE CYBERNETIC NINJAS BUILT BY THE LIN KUEI. LIKE HIS COUNTERPARTS, HIS LAST PROGRAM COMMAND IS TO FIND AND TERMINATE THE ROGUE NINJA SUB-ZERO. WITHOUT A SOUL, CYRAX GOES UNDETECTED BY SHAO KAHN AND REMAINS A POSSIBLE THREAT AGAINST HIS OCCUPATION OF EARTH.



PLAYING AS CYRAX

When playing as Cyrax, you should remember that you want to make your opponent come to you. You can accomplish this by throwing a random pattern of Short and Long Bombs. To avoid the bombs, your opponent must walk toward you or jump the explosion. This is your opportunity to grab them with a Green Net or smash them with an uppercut.

A more cunning way to get enemies to jump toward you is to rapidly tap Back on the joystick and then press Block or punch. This tactic gives the impression that you are about to throw a bomb. Doing this intimidates your opponent into jumping—leaving them wide open to be snared in a Green Net or thrown if you choose to run underneath their attack. If you do attack, remember that you ultimately want to end up away from your adversary, so attack then get away quickly. Your opponent will lose some health and be forced into a situation where they must come at you—exactly what you want your opponent to do!

SPECIAL MOVES

CODES



GREEN NET:

Cyrax can open his chest and fire a net which renders his opponent helpless for a few seconds as well as brings them to you for punishment.

GREEN NET:

B, B, LK



SHORT BOMB:

Also hidden in Cyrax's chest is a weapon which, when dropped, will explode and send your opponent flying into the air.

SHORT BOMB:

**HOLD LK, B,
B, HK**



LONG BOMB:

The same as the short bomb except this bomb travels to the other end of the screen before exploding.

LONG BOMB:

**HOLD LK, F,
F, HK**



AIR THROW:

If Cyrax's opponent is in the air, he can leap toward them, catch them in mid-air, and slam them straight into the ground. Press (F or B) + LP to perform a regular throw.

AIR THROW:

**F, D, F + BL,
LP (WHILE
OPPONENT IS
IN AIR)**



TELEPORT:

By blowing himself apart, Cyrax can teleport to the other side of his opponent and then put himself back together.

TELEPORT:

F, D + BL

CODES

FINISHING MOVES

HELICOPTER:

D, D, U, D + HP

SELF DESTRUCT:

D, D, F, U + RN
(CLOSE)

ANIMALITY (SHARK):

U, U, D, D
(CLOSE)

BABALITY:

F, F, B + HP

FRIENDSHIP:

RN, RN, RN, U

STAGE FATALITIES:

RN, BL, RN

HELICOPTER:

Cyrax quickly spins his head creating helicopter-like rotor blades, then flies off the screen coming down on the dazed victim's head, shredding it into bits.

SELF DESTRUCT:

Cyrax opens a panel on his forearm exposing a control panel. He then activates a self-destruct mode, laughs an evil laugh, and blows both himself and his opponent apart.

ANIMALITY (SHARK):

Cyrax morphs into a shark and devours his opponent.

BABALITY:

Cyrax turns his opponent into a little mechanical baby.

FRIENDSHIP:

Cyrax struts his stuff by dancing the Charleston.

STAGE FATALITIES:

This code works for The Pit, Wooden Tower, and Subway Fatalities.



COMBOS

BUTTON LINK COMBOS:

#1 HP, HP, LP

#2 HP, HP, HK, HP, HK, B + HK or LK

JUGGLE COMBOS:

#1 Far Bomb, Near Bomb, Uppercut

#2 Far Bomb, bomb explodes, HP, HP, Air Throw

#3 Green Net, Far Bomb, Uppercut (at long range)

SUPER CORNER COMBO

If you can trick your opponent into either corner, you can inflict major damage by...

- 1 connecting with a deep jumping kick,
- 2 immediately performing two juggle punches,
- 3 following up with a standing low punch,
- 4 then throwing a Green Net,
- 5 and finishing off the combo with an uppercut.

This is a 5-hit, massive-damage combo.

COUNTERS

SWEEP COUNTER:

Green Net (as sweep is starting)

JUMPING ATTACK COUNTERS:

Green Net

Standing HK

HP, Green Net, Uppercut

HP, Green Net, HP, Air Throw

PLAYING AGAINST CYRAX

When Cyrax is the enemy, be wary of jumping toward him. Avoid bombs by simply jumping straight up instead of jumping forward. If you're sure a Green Net or bomb throw is on its way, then execute a quick jumping attack—but only if you are absolutely certain that you will connect.

It's also a good idea to familiarize yourself with the timing of Cyrax's bombs. If you know exactly how much time you have before a bomb will explode, then you can remain near the bomb until the last second, then just run a short distance to avoid the blast without seriously interrupting your offensive strategy.

MOST DANGEROUS FOES:

Sheeva, Liu Kang, Sub-Zero, Nightwolf



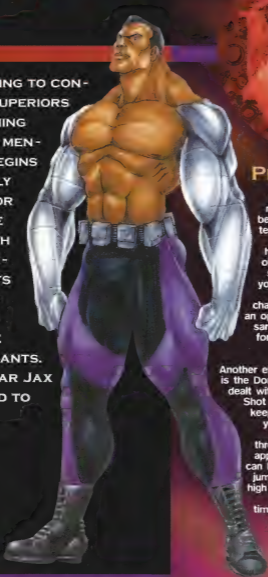
WEAKNESSES

Cyrax is vulnerable to jumping attacks for a short time when executing any of his projectile attacks (bombs and nets). The Teleport also opens Cyrax up for an attack from his adversary. There are only two conditions when this move is safe:

- 1) when you have already knocked down your opponent, and
- 2) when you want to get out of the corner quickly.

JAX™

AFTER FAILING TO CONVINCE HIS SUPERIORS OF THE COMING OUTWORLD MENACE, JAX BEGINS TO COVERTLY PREPARE FOR THE FUTURE BATTLE WITH KAHN'S MINIONS. HE FITS BOTH ARMS WITH INDESTRUCTIBLE BIONIC IMPLANTS. THIS IS A WAR JAX IS PREPARED TO WIN.



PLAYING AS JAX

Well, Jax is back and with his new attacks he looks again to be one of the strongest characters in the game. Played mostly as a defensive character, Jax has the ammunition to destroy other Kombatants in just a few seconds. When playing as Jax, you should always remember to keep the Low Kick button charged. This way, when you see an opening to surprise your adversary, you can stealthily release it for a Ground Smash—and some quick damage!

Another effective weapon in his arsenal is the Double Shot. Double the damage dealt with the Single Shot, the Double Shot is executed quickly and helps keep opponents on the ground. If you vary your attacks between Single and Double Shots, and throw in Ground Smashes at the appropriate times, your defenses can become impenetrable. To stop jumping attacks, you can use the high punch to Bionic Rush combo.

This tactic must be properly timed, but is an effective way to keep your opponents from jumping—lest they pay the painful price more than once!

SPECIAL MOVES



SINGLE SHOT:

Replacing his old Energy Wave, Jax now discharges powerful blasts from his bionic arms.



DOUBLE SHOT:

A double dose of the same type of damage dispensed from his Single Shot.



BIONIC RUSH:

Lunging forward, Jax gives his opponents a taste of cold steel.



GOTCHA GRAB:

Using a tactic from the second Mortal Kombat tournament, Jax can grab his opponents and pummel them repeatedly.



GROUND SMASH:

With his new bionic arms, Jax can deliver a blow to the ground which rivals the devastation of an earthquake.



BACK BREAKER:

Jax's intense military training made sure his fighting skills weren't limited to the ground. For his airborne attackers, Jax has a bone-crushing surprise.

CODES

SINGLE SHOT:

B, F + HP

DOUBLE SHOT:

F, F, B, B + HP

BIONIC RUSH:

F, F + HK

GOTCHA GRAB:

F, F + LP (x5)

GROUND SMASH:

**(LK)
3 SECONDS**

BACK BREAKER:

**BL (IN AIR) AT
CLOSE RANGE**

CODES

SLICE-N-DICE:

(BL)
U, D, F, U
(CLOSE)

BOOT SQUASH:

RN, BL, RN,
RN, LK (FAR)

ANIMALITY (LION):

(LP)
F, F, D, F
(CLOSE)

BABALITY:

D, D, D, LK
(CLOSE)

FRIENDSHIP:

LK, RN, RN,
LK

STAGE FATALITIES:

D, F, D + LP

FINISHING MOVES

SLICE-N-DICE:

Jax's arms turn into frightfully sharp blades which he uses to cut his opponent into a pile of spare parts.

BOOT SQUASH:

Showing how big he really is, Jax grows to immense proportions and then steps on his defeated opponent.

ANIMALITY (LION):

Jax morphs into a lion and eats his opponent for supper.

BABALITY:

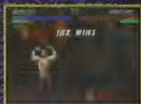
Jax transforms his once dangerous opponent into a small child.

FRIENDSHIP:

Major Briggs shows his defeated opponent how he stays in such good shape by practicing a little jump rope.

STAGE FATALITIES:

This code works for The Pit, Wooden Tower, and Subway Fatalities.



COMBOS

BUTTON LINK COMBOS:

- #1 HK, HK, B + HK
- #2 HP, HP, BL, LP, B + HP
- #3 HK, HK, Hold D, HP, HP, BL, LP, B + HP

JUGGLE COMBOS:

- #1 Jump Kick, Bionic Rush
- #2 Jump Kick, Single Shot
- #3 Jump Kick, Gotcha Grab

SUPER CORNER COMBO

If you can trick your opponent into either corner, you can inflict major damage by...

- 1 performing Button Link Combo #3,
- 2 immediately following up with two juggle punches,
- 3 then quickly pressing LP,
- 4 and finishing off the combo with a Bionic Rush—or add tons of extra hits by using the Gotcha Grab.

This 10- to 14-hit combo will strike fear in the heart of anyone you play.

COUNTERS

SWEEP COUNTERS:

Ground Slam
Bionic Rush

JUMPING ATTACK COUNTERS:

Double Shot
Roundhouse
Standing HK
HP, Bionic Rush
HP, Back Breaker
HP, Jump Kick, Ground Slam

PLAYING AGAINST JAX

When playing against Jax, you must be aware of his potent arsenal of special moves. Always advance carefully by running toward him, then blocking when you sense danger. Remember that Jax has an unblockable Ground Smash, so keep yourself off the ground when you see his arm draw back. Use your neck kicks followed by a sweep to take off some health and keep your distance. Make your opponent jump by "faking" a projectile (tapping HP), then use your counter combos when you make your attack.

MOST DANGEROUS FOES:

Sub-Zero, Liu Kang, Cyrax, Nightwolf



WEAKNESSES

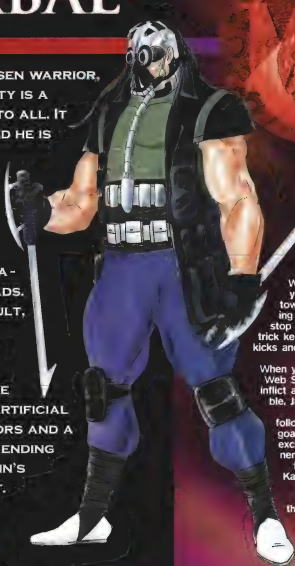
The only problem with Jax is that most of his moves have a slow recovery time. If your opponent correctly anticipates one of Jax's moves, he can be seriously damaged or defeated in a single combo.

JAX VICTORY SCREEN

Jax was prepared for the Outworld invasion. Thought to be the strongest man on earth, Jax proved it easily. He easily dispatched Kahn's minions, and eventually Kahn himself. After winning, Sonya and Jax set up the Outworld Expedition Agency (OEA). They used science to find ways of opening portals to the Outworld instead of black magic, and Jax led the first expedition to explore a new dimension.

KABAL™

AS A CHOSEN WARRIOR, HIS IDENTITY IS A MYSTERY TO ALL. IT IS BELIEVED HE IS A SURVIVOR OF AN ATTACK BY SHAO KAHN'S EXTERMINATION SQUADS. AS A RESULT, HE IS VICIOUSLY SCARRED, KEPT ALIVE ONLY BY ARTIFICIAL RESPIRATORS AND A RAGE FOR ENDING SHAO KAHN'S CONQUEST.



PLAYING AS KABAL

To play as Kabal you must have patience—and be ready to execute the Web Spin at any time. Fool your opponents by jumping toward them and then throwing a Fireball to unexpectedly stop your forward motion. This trick keeps Kabal away from high kicks and jumping attack counters.

When you catch your rival with a Web Spin you, naturally, want to inflict as much damage as possible. Juggle Combo #3 comes in real handy as a crushing follow-up—accomplishing your goal of maximum damage. An excellent time to snare opponents in a Web Spin is when they attempt to jump over Kabal. Catching them in mid-jump means they will be momentarily suspended in the air. Knock your helpless adversary down with an uppercut—or really make them pay with a Juggle combo! Kabal may have a limited arsenal of attacks, but the few this mysterious warrior has are brutally effective.

SPECIAL MOVES



FIREBALL:

By using his helmet, Kabal can accumulate energy and release it in one big blast.



WEB SPIN:

Kabal can lunge forward in a burst of speed which leaves his opponents in a spinning daze.



GROUND SAW:

Kabal also has the ability to summon a buzz-saw like device from off screen which paralyzes opponents for a few seconds.

CODES

FIREBALL

B, B + HP

WEB SPIN:

B, F + LK

GROUND SAW:

B, B, B + RN

CODES

FINISHING MOVES

RESPIRATOR:

D, D, B, F + BL
(AT MID RANGE)

HEART ATTACK:

RN, BL, BL,
BL, HK
(CLOSE)

ANIMALITY (RHINO):

HP, F, F, D, F
(CLOSE)

BABALITY:

RN, RN, LK

FRIENDSHIP:

RN, LK,
RN, RN, U

STAGE FATALITIES:

BL, BL, HK

RESPIRATOR:

Kabal shoots a tube into his opponent's chest and proceeds to pump air into them. Their head becomes huge and they float off the top of the screen. You'll hear a loud bang and pieces of them fall from above.



HEART ATTACK:

If you think Kabal's scary-looking, wait until you see the mug behind the mask—it's enough to frighten his foes to death.



ANIMALITY (RHINO):

Kabal morphs into a bony rhino and horns his opponent in the chest, sending them on a long flight.



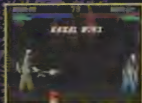
BABALITY:

This baby is only slightly less homely than his adult counterpart.



FRIENDSHIP:

Kabal exposes his gracious side and makes a friend by roasting a big marshmallow over a campfire.



STAGE FATALITIES:

This code works for The Pit, Wooden Tower, and Subway Fatalities.

COMBOS

BUTTON LINK COMBOS:

- #1 LK, LK, B + HK
- #2 LK, LK, HK, B + HK
- #3 LK, LK, HP, HP, D + HP + HK
- #4 LK, LK, HP, HP, D + LP, D + HP

JUGGLE COMBOS:

- #1 Web Spin, LK, LK, HK, B + HK
- #2 Jump Kick, Web Spin, LK, LK, HP, HP, D + HP, Ground Saw
- #3 Jump Kick, Web Spin, LK, LK, HP, HP, D + HP, Jump Kick, Fireball

SUPER CORNER COMBO

If you can trick your opponent into either corner you can inflict major damage by...

- 1 connecting with a deep jumping kick,
- 2 immediately performing two juggle punches,
- 3 following these up with a standing low punch,
- 4 then connecting with a Web Spin,
- 5 following it all up with an uppercut.

Very difficult to execute, this corner combo is fun to do and even more fun to watch.

COUNTERS

SWEEP COUNTERS:

Fireball
Web Spin

JUMPING ATTACK COUNTERS:

Roundhouse
Standing HK
HP, Web Spin
HP, Ground Saw
HP, Jump Kick Fireball

PLAYING AGAINST KABAL

The best way to defeat Kabal is by faking your opponent into performing a Web Spin, blocking it, then countering with a massive-damage combo. Set the stage for this scenario by holding down the Block button while rapidly toggling up and down on the joystick. This usually tricks your adversary into believing that you've released Block in order to perform a move or jump away. If they fall for it and throw a Web Spin, use your favorite combo to finish off the masked warrior.

MOST DANGEROUS FOES:

Cyrax, Nightwolf, Jax, Sheeva



WEAKNESSES

The biggest flaw in Kabal's fighting technique is the long recovery time he suffers from a blocked Web Spin attempt. This leaves him open for any number of attacks from his opponents. The initial movements of his Ground Saw are also relatively easy to detect and, consequently, can be countered with a variety of deadly combos.

KABAL VICTORY SCREEN

Kabal was once a member of the Black Dragon Mercenary clan alongside friend Kano. Now Kabal wants to serve justice. He gives crime's inner circle something to fear.

LIU KANG™



AFTER THE OUTWORLD INVASION, LIU KANG FINDS HIMSELF THE PRIME TARGET OF KAHN'S EXTERMINATION SQUADS. HE IS THE SHAOLIN CHAMPION AND HAS THWARTED KAHN'S SCHEMES IN THE PAST. OF ALL THE HUMANS, KANG POSES THE GREATEST THREAT TO SHAO KAHN'S RULE.

PLAYING AS LIU KANG

Liu Kang brings the element of surprise to the tournament with his incredibly fast fighting tactics. His Flying Kick is almost quicker than the eye, so it becomes a very helpful weapon to defeat your opponent.

You must remember to always keep his Bicycle Kick charged for quick release and instant damage. This way, you can counter an adversary's missed or blocked move with the Bicycle Kick, then follow it up by running toward them and executing Button Link Combo #2. Very, very ugly—but a real crowd pleaser.

Another helpful tactic is to counter your opponent's jumping attacks by running underneath the jump, then releasing the Bicycle Kick as soon as you are facing the opposite direction—catching your opponent from behind before they hit the ground. Also, keep in mind that Kang's uppercut is every bit as deadly as his buddy Kung Lao's, so don't be shy about using it to stop a jumping attack.

When you can, use your Low Fireball attack to duck under opponents' projectile attempts and to take health off of their bar at the same time. Do even more damage by countering those missed projectile attempts with Juggle Combo #3.

SPECIAL MOVES

CODES



HIGH FIREBALL:

Liu Kang summons the power of his clan to create and throw a dragon-shaped fireball toward his opponent.

HIGH FIREBALL:

F, F + HP



LOW FIREBALL:

Harnessing the same fiery power as his High Fireball, this one flies along the ground toward his enemy's feet.

LOW FIREBALL:

F, F + LP



BICYCLE KICK:

Liu Kang pedals both feet and proceeds to pummel his opponents silly.

BICYCLE KICK:

(LK)
4 SECONDS



FLYING KICK:

Liu Kang lunges forward, focusing his energy into his foot, and delivers a devastating kick to his opponent's chest.

FLYING KICK:

F, F, HK

CODES

MENTAL TORCH:

**F, F, D, D, + LK
(CLOSE)**

MKI DROP:

**(RN)
U, D, U,
U + BL**

ANIMALITY (DRAGON):

**D, D, U
(AT MID RANGE)**

BABALITY:

D, D, D, HK

FRIENDSHIP:

D, D, D, RN

STAGE FATALITIES:

RN, BL, BL, LK

FINISHING MOVES

MENTAL TORCH:

Liu Kang bows his head and morphs into a ball of fire which consumes his opponent, roasting them beyond recognition.



MKI DROP:

Again bowing his head, Liu Kang uses his power to drop a Mortal Kombat I machine on his opponent.



ANIMALITY (DRAGON):

Kang morphs into a ferocious dragon and chomps away at his defeated victim.



BABALITY:

Say hello to Baby Liu.



FRIENDSHIP:

Enter this code and find out how Kang makes friends.



STAGE FATALITIES:

This code works for The Pit, Wooden Tower, and Subway Fatalities.

COMBOS

BUTTON LINK COMBOS:

- #1 LK, LK, HK, B + LK
- #2 HP, HP, BL, LK, LK, HK, B + LK
- #3 HP, HP, B + LP

JUGGLE COMBOS:

- #1 Jump Kick, Flying Kick
- #2 Bicycle Kick, Flying Kick
- #3 Jump Kick, Air Fireball, Flying Kick
- #4 HP, HP, B + LP, Jump Kick, Air Fireball, Flying Kick

SUPER CORNER COMBO:

If you can trick your opponent into either corner, you can inflict major damage by...

- 1 connecting with a deep jumping kick,
- 2 then throwing a lightning fast High Fireball,
- 3 immediately performing two juggle punches,
- 4 following those up with a standing low punch,
- 5 then connecting with a pre-charged Bicycle Kick.

This 6-hit combo will take some getting used to, but it's worth the practice time.

COUNTERS

SWEEP COUNTERS:

Bicycle Kick
Low Fireball (as sweep is starting)

JUMPING ATTACK COUNTERS:

Roundhouse
HP, Flying Kick
HP, Low Fireball
HP, Bicycle Kick
HP, Jump Kick, Air Fireball, Flying Kick

PLAYING AGAINST LIU KANG

When up against an experienced Liu Kang player—be prepared. Look for any opportunity to fake your opponent into letting loose one of his special kicks. If you are not yet proficient with counter combos, just stick to using an uppercut on the blocked kick attempts.

If you can anticipate the Fireball throws, it's usually best to execute a Button Link combo or just throw him. Be sure to stay out of the air because of Liu Kang's devastating Jumping Attack counters. If you need to approach him, run—just make sure you block frequently or Kang is likely to pedal over you with a Bicycle Kick.

MOST DANGEROUS FOES:

Cyrax, Liu Kang, Sonya Blade, Kabal



WEAKNESSES

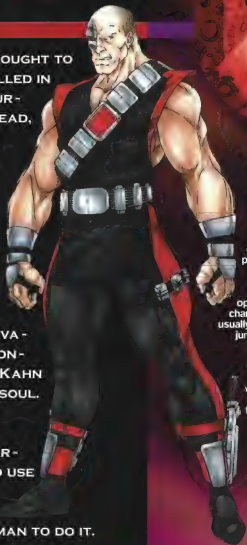
As with any character, Liu Kang has a significant lag-time after throwing one of his projectiles. Also, if he misses one of his special kicks (or if they're blocked), he falls prey to an assortment of retaliation options from his rival Kombatants.

LIU KANG VICTORY SCREEN

Liu Kang once again reigns as champion after proving himself again. It is the apparent death of Kung Lao that enrages Kang into defeating Kahn. He won easily after watching his fellow Shaolin Brother die in battle. All the souls of the Outworld run free, and Princess Kitana comes to the Mother Realm (Earth) to thank him.

KANO™

KANO WAS THOUGHT TO HAVE BEEN KILLED IN THE FIRST TOURNAMENT. INSTEAD, HE IS FOUND ALIVE IN THE OUTWORLD WHERE HE AGAIN ESCAPES CAPTURE BY SONYA. BEFORE THE ACTUAL OUTWORLD INVASION, KANO CONVINCES SHAO KAHN TO SPARE HIS SOUL. KAHN NEEDS SOMEONE TO TEACH HIS WARRIORS HOW TO USE EARTH'S WEAPONS—KANO IS THE MAN TO DO IT.



PLAYING AS KANO

To be successful with Kano, you must always have his Spinning Ball attack charged and ready to go. This way, you can use it anytime to counter a missed sweep or a poorly timed jumping attack. If you'd like to add an even more dangerous edge to this weapon, run toward your opponent with the Spinning Ball charged before releasing it. You'll usually catch an opponent trying to jump away or attack you with a sweep.

If your opponent attempts to jump over you, greet them with Kano's Blade Swipe. This is also an effective weapon for countering regular jumping attacks.

SPECIAL MOVES



SPINNING BALL:

By rolling himself into a spinning ball, Kano can hurl his entire body at an opponent, knocking them over.



BLADE TOSS:

From out of nowhere, Kano can produce light saber blades and cast them at his adversary.



BLADE SWIPE:

Kano can also use his light saber devices to create a rising blade of energy.



GRAB AND SHAKE:

Using an odd fighting style, Kano grabs his opponent and shakes them senseless.



AIR THROW:

If attackers become airborne, Kano can easily bring them down to earth by wrapping his legs around them and kicking them to the ground.



RISING BALL:

Kano can now spin at an upward angle as well.

CODES

SPINNING BALL:

(LK)
3 SECONDS

BLADE TOSS:

D, D/B
B + HP

BLADE SWIPE:

D, D/F
F + HP

GRAB AND SHAKE:

B, B/D, D,
D/F, F + LP

AIR THROW:

BL (WHILE IN
THE AIR)

RISING BALL:

F D, F + HK

CODES

SKELETON RIP:

LP, BL, BL, HK
(CLOSE)

EYE LASER:

LP, BL, BL, HK

ANIMALITY (TARANTULA):

(HP)
BL, BL, BL

BABALITY:

F, F, D, D + LK

FRIENDSHIP:

LK, RN, RN,
HK

STAGE FATALITIES:

U, U, B + LK

FINISHING MOVES

SKELETON RIP:

Kano reaches into his opponent's mouth, grabs their skull, and rips their entire skeleton out.



EYE LASER:

Finally making use of his ultra-cool infrared eye implant, Kano proves looks can kill as he gives his opponents a hot glare that scorches them to a crisp.



ANIMALITY (TARANTULA):

Kano morphs into a huge tarantula, jumps on his opponent's face, and sucks the lifeblood from them.



BABALITY:

You can bet that Kano's infant counterpart is a real brat.



FRIENDSHIP:

Blowing bubbles may be the only way a hateful guy like Kano can make friends!



STAGE FATALITIES:

This code works for The Pit, Wooden Tower, and Subway Fatalities.

COMBOS

BUTTON LINK COMBOS:

- #1 HP, HP, LP, D, + HP
- #2 HK, HK, LK, B + HK
- #3 HP, HP, HK, LK, B + HK

JUGGLE COMBOS:

- #1 Jump Kick, Spinning Ball
- #2 HP, HP, D + LP, LP, Roundhouse
- #3 HP, HP, D + LP, LP, walk forward, Uppercut
- #4 HP, HP, D + LP, LP, walk forward, LP, Blade Toss
- #5 HP, HP, D + LP, LP, walk forward, LP, Spinning Ball

SUPER CORNER COMBO

If you can trick your opponent into either corner, you can inflict major damage by...

- 1 connecting with Button Link Combo #1,
- 2 immediately walking toward your opponent and adding two juggle punches,
- 3 then finishing them off with an uppercut.

This 7-hit combo is just plain silly looking, but effective nonetheless.

COUNTERS

SWEEP COUNTERS:

Blade Swipe
Spinning Ball

JUMPING ATTACK COUNTERS:

Roundhouse	HP, Blade Toss
Blade Swipe	HP, Blade Swipe
Standing HK	HP, Spinning Ball
HP, Air Throw	HP, Jump Kick

PLAYING AGAINST KANO

Kano is very fast and unpredictable. To successfully challenge a skilled Kano player, you must have lightning-fast reflexes. Always advance toward Kano with caution, remembering that he can smack you at any time without warning. In general, you want to use the same fighting strategy against Kano as you would fighting Kabal.

A good strategy against this dangerous foe is to lob a couple of projectiles, then fake one and counter your opponent's reaction. By faking your projectile, you make Kano come to you—and can then counter with a good uppercut.

MOST DANGEROUS FOES:

Sub-Zero, Cyrax, Nightwolf, Jax



WEAKNESSES

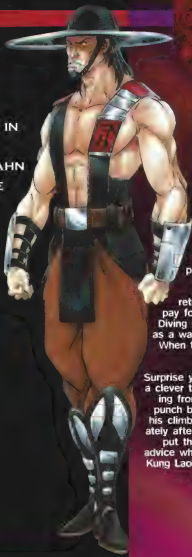
Kano's biggest weakness comes into play quite frequently whenever a Spinning Ball is blocked. Even though you miss knocking them down, you remain in the air just long enough for your opponent to retaliate. They can choose to combo you or just uppercut you if they wish. Kano is also vulnerable when he throws a projectile so be sure to only use them when it's safe.

KANO VICTORY SCREEN

After destroying all of Kahn's Warriors with a stolen weapon, the former Black Dragon tries to take control over all the souls Kahn has collected over the years. However, the souls revolt, and catch Kano unprepared. Without Kahn's magic to control the souls, it is believed Kano suffers a violent death.

KUNG LAO™

THE MYSTERIOUS MEMBER OF THE WHITE LOTUS SOCIETY IS BACK IN AN ATTEMPT TO DEFEAT SHAO KAHN AND AVENGE THE DEATH OF HIS SHAOLIN BROTHERS.



PLAYING AS KUNG LAO

Kung Lao has some of the most effective offensive moves in the game. With his ultra-fast Diving Kick to his Teleport Punch, he is a powerful Kombarant.

A good tactic to use with Kung Lao is to jump back, then dive in unexpectedly with his Diving Kick. Most of the time, your opponent will release Block when approaching Lao's initial retreat—the Diving Kick will make them pay for this mistake. You can also use the Diving Kick to your advantage by utilizing it as a way to get closer to a fallen opponent. When timed correctly, you can dive in, then throw your opponent unexpectedly.

Surprise your enemy once in a while, by using a clever twist on Lao's Teleport—after emerging from the bottom of the screen, press a punch button when Lao reaches the peak of his climb. Always add a quick sweep immediately after you press punch to make sure you put them on the ground. One last piece of advice when fighting as your hat-wearing hero: Kung Lao's uppercut is one of the best in the game—use it every chance you get!

SPECIAL MOVES



HAT THROW:

Using a tactic from MKII, Kung Lao throws his razor-sharp hat at his opponent.



TELEPORT:

Jumping off the top of the screen, Kung Lao can reappear by coming back from the bottom of the screen.



SPINNING SHIELD:

By spinning in circles, Kung Lao can create a whirlwind of energy to protect himself from certain attacks. This move can be done for an unlimited amount of time by repeatedly pressing the Run button after the initial move is performed.



AIR DIVING KICK:

Kung Lao jumps into the air, coming down on his opponent's head with a quick boot to the head.

CODES

HAT THROW:

B, F + LP

TELEPORT:

D, U

SPINNING SHIELD:

F, D, F + RN

AIR DIVING KICK:

D + HK
(IN AIR)

CODES

HAT DICE:

F, F, B, D + HP
(CLOSE)

WHIRLWIND KILL:

RN, BL, RN,
BL, D (AT MID
RANGE)

ANIMALITY (JAGUAR):

RN, RN, RN,
RN, BL

BABALITY:

D, D, F, F + HP
(CLOSE)

FRIENDSHIP:

RN, LP,
RN + LK

STAGE FATALITIES:

D, D, F, F, LK

FINISHING MOVES

HAT DICE:

The hatted hero butchers his foe with deadly frisbee throws.



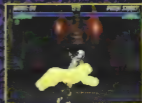
WHIRLWIND KILL:

By using his Spinning Shield technique, Kung Lao sucks his opponent into a nasty spinning fury of air and pulls his body apart.



ANIMALITY (JAGUAR):

Kung Lao morphs into a fierce cat and attacks his helpless victim.



BABALITY:

Looks like it might be time for a siesta for Baby Lao.



FRIENDSHIP:

Kung Lao plays a morbid game of fetch with his unfortunate pup.



STAGE FATALITIES:

This code works for The Pit, Wooden Tower, and Subway Fatalities.

COMBOS

BUTTON LINK COMBOS:

#1 LK, LK, B + HK

#2 HP, LP, HP, LP, LK, LK, B + HK

JUGGLE COMBO:

Jump Kick, Air Diving Kick

SUPER CORNER COMBO

If you can trick your opponent into either corner, you can inflict major damage by...

- 1 connecting with a deep jumping kick,
- 2 immediately performing two juggle punches,
- 3 following those up with a standing low punch,
- 4 then connecting with a fast Hat Throw.

This 5-hit combo is a nice way to intimidate an unsuspecting opponent.

COUNTERS

SWEEP COUNTER:

Spinning Shield (as sweep is starting)

JUMPING ATTACK COUNTERS:

Roundhouse

HP, Hat Throw

HP, Jump Kick, Diving Kick

PLAYING AGAINST KUNG LAO

When up against Lao, be on your toes to avoid an unexpected Diving Kick in the face. Run toward him in spurts, by holding Forward and Run, quickly press Block, then run again. This will set you up for a good attack opportunity and will sometimes tempt your opponent to jump away then perform a Diving Kick.

Look for Kung Lao to duck and uppercut immediately after performing his Teleport. Stay away from the Teleport and any jumping attacks, or you'll know first-hand how deadly Kung Lao's uppercut really is.

Another thing to watch for is Lao's Hat Throw. Always be ready to jump over his hat, and then quickly counter with a jump kick into the special move combo of your choice.

MOST DANGEROUS FOES:

Jax, Sheeva, Cyrax, Sub-Zero



WEAKNESSES

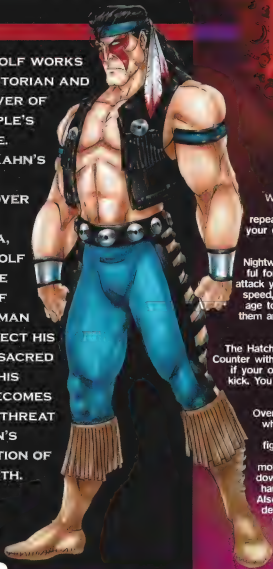
Kung Lao is asking for punishment every time his Diving Kick is blocked, so choose this attack accordingly. Also, if your opponent senses a Teleport, Lao can easily be uppercut out of the sky. Make sure you use your Hat Throw sparingly because of its lag-time and the inability to steer it as in MKII.

KUNG LAO VICTORY SCREEN

Kung Lao's plans to re-make the White Lotus society were delayed by the attack of Shao Kahn on Earth. Kung Lao and Liu Kang fought together and defeated Shao Kahn. However, in the battle, Kung Lao received deadly wounds and is believed to have died, joining his ancestors in a new world.

NIGHTWOLF™

NIGHTWOLF WORKS AS A HISTORIAN AND PRESERVER OF HIS PEOPLE'S CULTURE. WHEN KAHN'S PORTAL OPENS OVER NORTH AMERICA, NIGHTWOLF USES THE MAGIC OF HIS SHAMAN TO PROTECT HIS TRIBE'S SACRED LAND. THIS AREA BECOMES A VITAL THREAT TO KAHN'S OCCUPATION OF THE EARTH.



PLAYING AS NIGHTWOLF

When playing as the Native American warrior, stay close to your foe and repeatedly use Juggle Combo #1. Even if your opponent blocks it, you will only be pushed away to a safe distance.

Nightwolf's standing high kick is very helpful for keeping your enemy from trying to attack you with a jump kick. Because of his speed, Nightwolf can sometimes add damage to a fallen opponent by running up to them and executing a high kick before they can get up and jump away.

The Hatchet Swipe is another useful weapon. Counter with an upward swipe of his tomahawk if your opponent tries to attack with a neck kick. You can also use the Hatchet Swipe to counter regular jumping attacks.

Overall, Nightwolf is an excellent choice when selecting your MK3 warrior—his balance of offensive and defensive fighting tactics are among the best in the game. As long as you have the motions to perform the Hatchet Swipe down to a science, it will be extremely hard for your opponent to attack you. Also remember that you have a potent defense in your Chest Reflect—better than a mere block, you can actually repel your opponent's projectiles and return them to sender with explosive sincerity!

SPECIAL MOVES



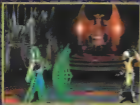
ARROW:

Nightwolf calls upon the power of his tribe to form a mystical bow firing an arrow made of green energy. (Arrow is now 3 times faster when opponent is knocked into the air.)



HATCHET SWIPE:

Again summoning his tribe's power, Nightwolf forms a hatchet of green energy and swipes his foe in an upward motion.



CHEST REFLECT:

By clearing his mind of all impurities, Nightwolf can surround himself with his green energy and reflect all projectiles back at his enemies.



SHOULDER RAM:

Nightwolf rushes forward, placing all of his force into his shoulder.

CODES

ARROW:

ROTATE
D TO B + LP

HATCHET SWIPE:

ROTATE
B TO F + HP

CHEST REFLECT:

B, B + HK

SHOULDER RAM:

F, F + LK

CODES

ENERGY CHANNEL:

U, U, B, F + BL
(AT CLOSE RANGE)

LIGHTNING AXE:

(HP)
B, B, D
(AT MID RANGE)

ANIMALITY (WOLF):

F, F, D, D

BABALITY:

F, B, F, B + LP

FRIENDSHIP:

HP, RN, RN,
RN, D

STAGE FATALITIES:

RN, RN, BL

FINISHING MOVES

ENERGY CHANNEL:

Nightwolf summons the power of his gods and calls upon a beam of light to disintegrate his defeated opponent.



LIGHTNING AXE:

Channeling the energy of the gods into his hatchet, Nightwolf zaps his opponent with a powerful bolt of electricity.



ANIMALITY (WOLF):

Nightwolf morphs into a wolf and then attacks his foe with canine ferocity.



BABALITY:

The noble warrior transforms his foe into a young Brave.



FRIENDSHIP:

Perhaps the coolest of all the Friendships in the game, Nightwolf prints a special message and becomes Rayden, appearing beside an MKII machine!



STAGE FATALITIES:

This code works for The Pit, Wooden Tower, and Subway Fatalities.

COMBOS

BUTTON LINK COMBOS:

- #1 HP, HP, LP
- #2 LK, HP, HP, LP
- #3 HP, HP, LP, HK
- #4 HP, HP, LP, B + HK

JUGGLE COMBOS:

- #1 HP, HP, LP, Hatchet Swipe
- #2 HP, HP, LP, Hatchet Swipe, HP, Arrow
- #3 HP, HP, LP, Hatchet Swipe, Shoulder Ram
- #4 HP, HP, LP, Hatchet Swipe, HP, Jump Kick
- #5 HP, HP, LP, Hatchet Swipe, Hatchet Swipe, Shoulder Ram

SUPER CORNER COMBO

If you can trick your opponent into either corner, you can inflict major damage by...

- 1 connecting with a deep jumping kick,
- 2 immediately performing two juggle punches,
- 3 following those up with a standing low punch,
- 4 then connecting with a smooth Hatchet Swipe.

This 5-hit combo is reminiscent of other corner combos, but is still very effective.

COUNTERS

SWEEP COUNTERS:

Shoulder Ram
Hatchet Swipe

JUMPING ATTACK COUNTERS:

HP, Arrow
Roundhouse
Standing HK
Hatchet Swipe
HP, Shoulder Ram

PLAYING AGAINST NIGHTWOLF

Simply put, if you are up against a good Nightwolf player, you're in trouble. You must take advantage of any missed Arrow attempts and/or premature Chest Reflects if you want a chance at victory.

The best way to conquer Nightwolf is to fake your character's projectiles, hoping that you can get your opponent to jump or perform a Chest Reflect. If he takes the bait, implement one of the Jumping Attack counters or deal out a Button Link combo on a poorly timed Chest Reflect.

MOST DANGEROUS FOES:

Jax, Cyrax, Nightwolf, Sektor



WEAKNESSES

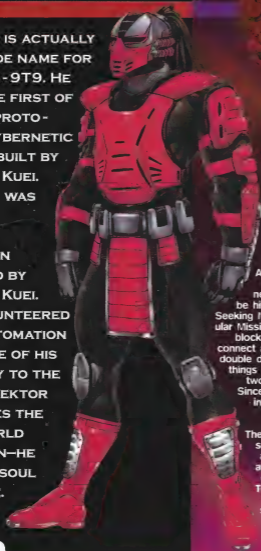
Nightwolf is almost flawless in his fighting prowess. His only real drawback is the lag-time which follows a fired Arrow.

NIGHTWOLF VICTORY SCREEN

After the defeat of Kahn, Nightwolf goes back to his homeland. He has saved his people and is a hero. Shao Kahn has underestimated Nightwolf and payed for it. Nightwolf now starts a race on Earth.

SEKTOR™

SEKTOR IS ACTUALLY THE CODE NAME FOR UNIT LK-9T9. HE WAS THE FIRST OF THREE PROTO-TYPE CYBERNETIC NINJAS BUILT BY THE LIN KUEI. SEKTOR WAS ONCE A HUMAN ASSASSIN TRAINED BY THE LIN KUEI. HE VOLUNTEERED FOR AUTOMATION BECAUSE OF HIS LOYALTY TO THE CLAN. SEKTOR SURVIVES THE OUTWORLD INVASION—HE HAS NO SOUL TO TAKE.



PLAYING AS SEKTOR

An average character, Sektor can be deadly when used correctly. To be able to use Sektor and win, you should always be ready to execute his Teleport Uppercut. The Teleport Uppercut is effective for countering projectiles and is extremely quick.

Another strong point is Sektor's fast Missile. Sometimes it leaves opponents with no choice but to block or be hit. For the best results, begin with a Seeking Missile, then follow it up with a regular Missile. That way, even if your opponent blocks the first one, the second one will connect at almost the same time—dealing a double dose of blocking damage. Really stir things up by occasionally following up the two missiles with a Teleport Uppercut. Since your opponent will not be expecting it, you can immediately jump kick them after the Uppercut connects.

There's not much to fighting as Sektor so it is absolutely essential that you are skilled in fighting with the basic attacks. If you want to confuse your opponent, you can perform multiple Teleport Uppercuts—creating a bombardment of attacks from both sides. Be careful though, opponents will eventually catch on and dish out some quick damage before you perform another one.

SPECIAL MOVES

CODES



MISSILE:

Sektor opens his chest and fires a quick missile.

MISSILE:

F, F, LP



SEEKING MISSILE:

Opening his chest compartment, Sektor fires a missile that will follow his foe around.

SEEKING

MISSILE:

D, D/B,

B + MP



TELEPORT UPPERCUT:

Sektor jumps off the bottom of the screen, coming up behind his opponent with a rising uppercut punch.

**TELEPORT
UPPERCUT:**

F, F, LK

CODES

FINISHING MOVES

COMPACTOR:

LP, RN, RN, BL
(AT MID
RANGE)

FLAME THROWER:

F, F, F, BL
(AT MID
RANGE)

ANIMALITY (BAT):

F, F, D, U
(CLOSE)

BABALITY:

B, D, D, D, HK

FRIENDSHIP:

RN, RN, RN, RN,
D

STAGE FATALITIES:

D, D, D, RN

COMPACTOR:

The chest compartment of Sektor opens and a giant trash compactor appears—smashing his opponent to bits.

FLAME THROWER:

Sektor kneels down, aims his wrist, and fires a flame thrower at his opponent.

ANIMALITY (BAT):

Sektor morphs into a bat and disposes of his adversary in a way that would make a vampire proud.

BABALITY:

The red and black robot turns his enemy into a mechanical baby!

FRIENDSHIP:

Sektor has some fun and shows his strength instead of destroying his foe.

STAGE FATALITIES:

This code works for The Pit, Wooden Tower, and Subway Fatalities.



COMBOS

BUTTON LINK COMBOS:

- #1 HP, HP, LK, LP
- #2 HP, HP, HK, B + HK

JUGGLE COMBOS:

- #1 Jump Kick, Missile
- #2 Jump Kick, Teleport Uppercut, HP, Missile

SUPER CORNER COMBO

If you can trick your opponent into either corner, you can inflict major damage by...

- 1 connecting with a deep jumping kick,
- 2 immediately performing two juggle punches,
- 3 following those up with a standing low punch,
- 4 then connecting with a Teleport Uppercut,
- 5 following that up with a standing high punch,
- 6 and finishing it all off with a Missile.

Completing this 7-hit monster is tricky—you'll need to practice, but it's worth every hit.

COUNTERS

SWEEP COUNTER:

Missile

JUMPING ATTACK COUNTERS:

Missile
HP, Missile
Standing HK
HP, Teleport Uppercut, HP, Missile
HP, Jump Kick, Teleport Uppercut, Roundhouse

PLAYING AGAINST SEKTOR

Be prepared to counter Sektor's missiles if you hope to defeat him. If you manage to jump either of his missiles you can deal some major damage during the lag-time before Sektor recovers. Anticipating his Teleport Uppercut will also be helpful. Counter this attack with a block, immediately followed by an uppercut. Keep the heat on your opponent by then launching a projectile.

MOST DANGEROUS FOES:

Sheeva, Sub-Zero, Jax, Liu Kang



WEAKNESSES

Sektor has several weaknesses because a good part of his offensive arsenal relies on projectiles. If your opponent anticipates either of his missiles, they can easily jump kick him. Also, if your opponent blocks an attempted Teleport Uppercut, they then can start a Juggle combo of their own—spelling big trouble for Sektor.

SEKTOR VICTORY SCREEN

Having completed his mission of eliminating the rogue ninja Sub-Zero, Sektor finds himself attacked by new enemies, and he fights back. Sektor identifies Shao Kahn and his followers as enemies of the Lin Kuei and attacks them. After the defeat of Shao Kahn, Sektor enters the tower, activates his auto-destruct sequence—destroying the rest of Kahn's followers and the Outworld portal.

SHEEVA™

SHEEVA WAS HAND PICKED BY SHAO KAHN TO SERVE AS SINDEL'S PERSONAL PROTECTOR. SHE BECOMES SUSPICIOUS OF SHAO KAHN'S LOYALTY TOWARD HER RACE OF SHOKAN WHEN HE PLACES MOTARO AS HEAD OF HIS EXTERMINATION SQUADS. ON THE OUTWORLD, MOTARO'S RACE OF CENTAURIANS IS THE NATURAL ENEMY OF THE SHOKAN.

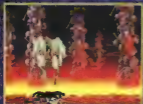


PLAYING AS SHEEVA

Another strong character in the game, Sheeva can deal out damage quickly and mount an excellent defensive battle that makes her hard to attack, too. By maintaining a close range bout with opponents and repeatedly performing Button Link Combo #1, you can consistently take off damage while pushing yourself to safety. Ground Stomp occasionally to take off even more damage.

By using her standing high kick, you can stop almost every jumping attack, keeping opponents on the ground. If you connect with the standing high kick counter, throw a Fireball to keep your opponent blocking—and on the ground. Make sure to counter any projectiles with Sheeva's Teleport Stomp. Also, if you get a chance to throw your opponent, follow it up with a running sweep to tack on some more pain.

SPECIAL MOVES



TELEPORT STOMP:

Sheeva jumps off the top of the screen and comes down on top of her opponent.



FIREBALL:

Using all four arms, Sheeva throws a ball of energy toward her opponent.



GROUND STOMP:

By jumping into the air and coming down with all of her force, Sheeva creates an unblockable shock wave that enemies must jump to avoid.

CODES

TELEPORT STOMP:

D, U

FIREBALL:

D, D/X/F,
F + MP

GROUND STOMP:

B, D, B + HK

CODES

FINISHING MOVES

HAMMERHEAD:

F, D, D
F + LP
(CLOSE)

SKIN RIP:

(HK) B, F, F
(CLOSE)

ANIMALITY (SCORPION):

RN, BL, BL
BL, BL

BABALITY:

D, D, D, B, HK

FRIENDSHIP:

F, F, D, F + HP

STAGE FATALITIES:

D, F, D, F + LP

HAMMERHEAD:

Sheeva relentlessly pounds on her victim's head until they are driven into the ground like a stake.

SKIN RIP:

Using all four arms, Sheeva gets a firm hold on her opponent's skin and proceeds to rip it entirely off of their body.

ANIMALITY (SCORPION):

Sheeva morphs into this deadly desert insect and stings her enemy.

BABALITY:

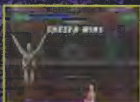
Sheeva makes tabloid newspaper headlines by producing a four-armed baby!

FRIENDSHIP:

Watch Sheeva perform her amazing spinning plate routine with this code.

STAGE FATALITIES:

This code works for The Pit, Wooden Tower, and Subway Fatalities.



COMBOS

BUTTON LINK COMBOS:

- #1 HP, HP, LP, F + HP
- #2 HK, HK, LK, B + HK
- #3 HP, HP, LP, HK, HK, LK, B + HK

JUGGLE COMBOS:

- #1 HP, HP, LP, F + HP, HP, Fireball
- #2 HP, HP, LP, F + HP, HP, Jump Kick
- #3 HP, HP, LP, F + HP, HP, standing HK

SUPER CORNER COMBO

If you can trick your opponent into either corner you can inflict major damage by...

- 1 connecting with Button Link Combo #1,
- 2 walking toward your opponent and immediately performing two juggle punches,
- 3 following up with a standing low punch,
- 4 and finishing it off with a Fireball.

A semi-difficult 8-hit combo, this ferocious-looking move will even turn the heads of non-Mortal players.

COUNTERS

SWEEP COUNTERS:

Ground Stomp
Teleport Stomp

JUMPING ATTACK COUNTERS:

Standing HK
HP, Fireball
HP, Ground Stomp
HP, Teleport Stomp
HP, Jump Kick, Ground Stomp

PLAYING AGAINST SHEEVA

When playing against Sheeva, be aware of her attack possibilities and know what to do with your character when an opportunity is presented for you to inflict damage. Regularly fake projectiles to make your opponent execute Sheeva's Teleport Stomp. Then, run out of the way and quickly return to close range and perform a devastating Button Link combo. If you see Sheeva start the animation for her Ground Stomp, immediately jump toward her and start one of your Button Link combos—or just keep the attack simple by nailing her with a jump kick.

MOST DANGEROUS FOES:

Sub-Zero, Nightwolf, Kano



WEAKNESSES

Sheeva is most vulnerable when her adversary runs out of harm's way, avoiding the Teleport Stomp. This savvy defensive maneuver puts Sheeva in great danger of receiving the nasty end of a Button Link combo, so be careful. Also, Sheeva can be jump kicked if either her Ground Stomp or Fireball is anticipated.

SHEEVA VICTORY SCREEN

Her race is going to be enslaved by Shao Kahn, who gives Motaro's race of Centaurs the information they need to defeat the Shokan. Sheeva is outraged and kills Shao Kahn and Motaro, restoring her race to one of nobility.

SINDEL™

SINDEL ONCE RULED THE OUTWORLD AT SHAO KAHN'S SIDE AS HIS QUEEN. NOW, 10,000 YEARS AFTER HER UNTIMELY DEATH, SHE IS REBORN ON EARTH—WITH EVIL INTENTIONS. SHE IS KEY TO KAHN'S OCCUPATION OF EARTH.



PLAYING AS SINDEL

If you choose to play as Sindel, make certain you have her Air Fireball down perfectly. You can fool a lot of opponents by jumping toward them with a jump kick, and throwing an Air Fireball just before the jump kick connects. This will usually prompt them to try an uppercut—the punch will totally miss you and they'll end up catching a Fireball in the mug.

If you anticipate an opponent throwing a projectile, you can counter with a jump kick into an Air Fireball for a quick two-hitter. Also, if an attacker tries to jump attack Sindel, simply catch them with the Sonic Dizzy, wait for them to get close to you, then perform Juggle Combo #4. Sindel's Float is very hard to perform if you are playing a good opponent, but if you do manage to get in the air, she becomes almost unstoppable. By floating around and throwing Fireballs when your opponent tries to attack you, you can really frustrate your foe into making lots of mistakes. Just remember, if you can't get the Sonic Dizzy off fast enough to catch jumping attackers, you can still use her regular standing high kick—it's a very effective Jumping Attack counter.

SPECIAL MOVES



SONIC DIZZY:

Reminiscent of Kitana's Fan Lift from MKII, Sindel grabs her opponent in sonic waves of mental power, rendering them helpless as she brings them in for punishment.



FLOAT:

Sindel can leap into the air and stay there with this special power.



FIREBALL:

Sindel leans forward and spits a Fireball at her opponent.



AIR FIREBALL:

This Fireball is made up of the same type of energy as the regular Fireball, but when shot in the air, it angles down toward her opponent at a 45-degree angle.

FLOATING FIREBALL:

The same Fireball as the Air Fireball, this one is performed while Sindel is floating.

CODES

SONIC DIZZY:

F, F, F, HK

FLOAT:

B, B, F, HK

FIREBALL:

F, F, LP

AIR FIREBALL:

D, D/F + LK
WHILE JUMPING

FLOATING FIREBALL:

D, D/F + LK
WHILE FLOATING

CODES

FINISHING MOVES

DEATH YELL:

Sindel leans forward and screams at her opponent with such a force that it rips all of the victim's flesh right off.



HAIR SPIN:

Sindel encases her adversary with her long hair, then spins them so fast that they completely come apart.



ANIMALITY (WASP):

Sindel morphs into a wasp, then takes her opponent off the screen and destroys them.



BABALITY:

That's an awful lot of hair for a baby!



FRIENDSHIP:

Sindel shows us that even bad girls need friends by demonstrating her foot-bulb skills.



STAGE FATALITIES:

This code works for The Pit, Wooden Tower, and Subway Fatalities.

DEATH YELL:

RN, RN, BL,
BL, RN + BL

HAIR SPIN:

RN, RN, BL,
RN, BL
(AT MID
RANGE)

ANIMALITY (WASP):

F, F, U+HP
(AT MID
RANGE)

BABALITY:

RN, RN, RN, U

FRIENDSHIP:

RN, RN, RN,
RN, RN, U

STAGE FATALITIES:

D, D, D+LP

COMBOS

BUTTON LINK COMBOS:

- #1 HP, HP, D + HP
- #2 HP, HP, LP, HK
- #3 LK, HP, HP, LP, HK
- #4 LK, HP, HP, D + HP

JUGGLE COMBOS:

- #1 Jump Kick, Fireball
- #2 Jump Kick, Air Fireball
- #3 Jump Kick, Sonic Dizzy, HP, HP, LP, HK
- #4 LK, HP, HP, D + HP, Jump Kick, Air Fireball

SUPER CORNER COMBO

If you can trick your opponent into either corner you can inflict major damage by...

- 1 connecting with Button Link Combo #1,
- 2 walking toward your opponent and immediately performing two juggle punches,
- 3 following those up with a jumping high kick,
- 4 and finishing it all off with an Air Fireball.

This 7-hit wonder is extremely hard to pull off.

COUNTERS

SWEEP COUNTERS:

Fireball
Sonic Dizzy, LK, HP, HP, LP, HK

JUMPING ATTACK COUNTERS:

Standing HK
HP, Fireball
HP, Sonic Dizzy
HP, Jump Kick, Fireball
Sonic Dizzy, LK, HP, HP, LP, HK

PLAYING AGAINST SINDEL

When playing against Sindel, make sure to only jump toward her when you are sure of connecting with a jump kick. If you jump late, you'll probably be caught in the ever-so-deadly Sonic Dizzy, and then comboed. Staying close to her is your best bet for winning because of the fact that her moves take a while to come out so you can smash her if she tries anything tricky. Always be sure to take her out of the air if you see her try to get up there. If you don't, you'll be feeling really sorry that you didn't. Use your faking tactic to get her to Sonic Dizzy you, then block it and quickly throw a projectile to make sure she doesn't try that again.

MOST DANGEROUS FOES:

Sheeva, Cyrax, Liu Kang, Sub-Zero



WEAKNESSES

Like the other characters, Sindel falls prey to damage whenever she throws her regular Fireball. She is also vulnerable if her Sonic Dizzy is blocked. One more thing to be aware of—Sindel becomes very susceptible to jump kicks and a host of Juggle combos as she begins the animation for her Float move.

SINDEL VICTORY SCREEN

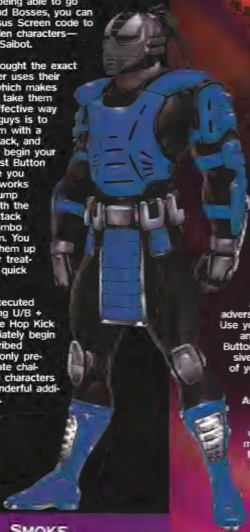
Sindel recovers her memory of the past. She remembers being Queen of the Outworld, and that her husband's name was Jerrod. They had a daughter named Kitana. Shao Khan came to the Outworld and challenged Jerrod and his champions to a fighting tournament. Shao Khan won, and took Sindel as his wife and Kitana as his daughter, and through magic made Sindel evil. She remembers this, kills her husband, and returns to the Outworld—reunited with her daughter, Kitana.

SMOKE™

Mortal Kombat 3 is a game from Midway, which means it's sure to have a few hidden challenges. Besides being able to go directly to the end Bosses, you can also enter a Versus Screen code to fight against hidden characters—Smoke or Noob Saibot.

Both ninjas are fought the exact same way. Neither uses their special moves, which makes it a bit easier to take them out. The most effective way to defeat these guys is to jump toward them with a regular punch attack, and then immediately begin your character's biggest Button Link combo once you land. This tactic works best when you jump over the ninja with the jumping punch attack and begin the combo from behind them. You can usually set them up for this particular treatment by using a quick Hop Kick away.

A Hop Kick is executed simply by pressing U/B + Kick. Then, as the Hop Kick connects, immediately begin the pattern described above. Although only presenting a moderate challenge, the hidden characters do provide a wonderful addition to the game.



PLAYING AS SMOKE

Smoke is equally powerful with offensive and defensive fighting styles. A key tactic—that is vital to your success with Smoke—is mastering the ability of luring your enemy to jump toward you. Accomplish this by tapping Back on the joystick a few times, but instead of hitting LP to throw the Spear, press Block.

This way, you'll fool your opponent into thinking that a Spear is coming their way, thus leaving them open to a Jump Kick, Air Throw combo.

Also, try to anticipate when your adversary begins to throw a projectile. Use your Teleport Uppercut to counter and add on an HP, HP, Spear, then Button Link Combo #3 for some massive damage. However, limit the use of your Spear since it leaves Smoke wide open to attacks.

Another way to snare your opponent with Smoke's Spear is to continuously run toward them while punching, then as your run meter depletes, jump away. Many times, opponents will attempt to follow you, making it quite easy to grab them out of the air with the Spear.

SPECIAL MOVES

CODES



SPEAR:

Reminiscent of Scorpion's signature move, Smoke can open up his chest and project an ugly-looking, two-pronged spear which drags his opponent toward him.

SPEAR:

B, B, LP



TELEPORT UPPERCUT:

Smoke jumps off the bottom of the screen, coming up behind his opponent with a rising uppercut punch.

TELEPORT UPPERCUT:

F, F, LP



AIR THROW:

If Smoke's opponent jumps into the air, he can easily take them down with this potent throw.

AIR THROW:

BL IN AIR



INVISIBILITY:

Using the latest technology, Smoke can turn on a stealth mode and disappear from sight.

INVISIBILITY:

U, U, RN,

CODES

FINISHING MOVES

ARMAGEDDON:

(BL)
U, U, F, D
(FAZ)

BOMB PILL:

(RN + BL)
D, D, F, U
(AT MID RANGE)

ANIMALITY (BULL):

D, F, F, BL

BABALITY:

D, D, B, B + HK

FRIENDSHIP:

RN, RN,
RN + HK

STAGE FATALITIES:

F, F, D, LK

ARMAGEDDON:

In an act of total overkill, Smoke drops an arsenal of bombs to destroy his adversary—and the world!



BOMB PILL:

Smoke's mechanical arm drops a bomb down his opponent's throat.



ANIMALITY (BULL):

Smoke morphs into a raging bull and attacks his foe.



BABALITY:

As you can see, the gray ninja started smoking at a very young age.



FRIENDSHIP:

Smoke's way of making friends is demonstrated loud and clear!



STAGE FATALITIES:

This code works for the Pit, Subway, and Wooden Tower Fatalities.

COMBOS

BUTTON LINK COMBOS:

#1 HP, HP, LP

#2 HP, HP, HK

#3 HP, HP, LK, HK, B + LP

JUGGLE COMBOS:

#1 Jump Kick, Spear, Uppercut

#2 Jump Kick, Teleport Uppercut, HP, HP, Spear, Uppercut

#3 Jump Kick, Teleport Uppercut, HP, HP, Spear, HP, HP, LK, HK, B + LP

SUPER CORNER COMBO

If you can trick your opponent into either corner, you can inflict major damage by...

- 1 connecting with a deep jumping kick,
 - 2 immediately performing two juggle punches,
 - 3 following those up with a standing low punch,
 - 4 then immediately performing a Teleport Uppercut,
 - 5 following it up with two quick high punches,
 - 6 then catching your falling opponent with a Spear,
 - 7 and finishing them off with Button Link Combo #3.
- This is a 13-hit, massive-damage combo that will impress even the most discriminating Mortal maniac.

COUNTERS

SWEEP COUNTERS:

Spear
Standing LK
Jumping Attack Counters:
Spear
Uppercut
Standing HK
HP, Jump Kick, Air Throw
HP, Teleport Uppercut, LP, Spear, Uppercut
HP, Teleport Uppercut, Jump Kick, Air Throw
HP, Teleport Uppercut, HP, HP, Spear, HP, HP, LK, HK, B + L

PLAYING AGAINST SMOKE

When playing against Smoke, you must remember to avoid the Spear—a long range weapon that is extremely fast and effective. Always try to anticipate the Spear and counter with a combo that begins with a Jump Kick. You can also counter the Spear with attacks that would ultimately end up with you trading a hit. Such "trades" include: Sub-Zero's Ice Ball or Ice Shower, and Cyrax's Green Net.

Try to fake your opponents into using the Teleport Uppercut by doing the motions for your character's projectile, but instead of pressing the correct button to finish off the move, use the Block button. This way, it seems as if you are about to perform the move, but at the last second you switch to defense leaving them at your mercy because of the lag time following a missed Teleport Uppercut.

MOST DANGEROUS FOES:

Sheeva, Liu Kang, Sub-Zero, Nightwolf



WEAKNESSES

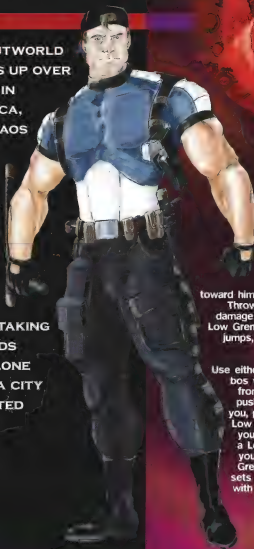
Smoke's major weakness comes into play when you attempt a Teleport Uppercut. If your opponent blocks it, Smoke is left wide open for all sorts of Juggle combos. Also, if your opponent anticipates a Spear, they can easily jump over it and knock Smoke in the head.

SMOKE VICTORY SCREEN

Smoke was once a friend and ally of Sub-Zero when they both tried to escape from being turned into machines by their clan. However, Smoke is captured and transformed into a cyborg with a mission to find and kill his old partner. Smoke soon finds himself being pursued by Kahn's minions. He learns that he still has a soul and his true mission is the destruction of the Outworld invaders. He defeats Kahn and saves the world, but is forever trapped in his artificial body.

KURTIS STRYKER™

WHEN THE OUTWORLD PORTAL OPENS UP OVER A LARGE CITY IN NORTH AMERICA, PANIC AND CHAOS RAGE OUT OF CONTROL. KURTIS STRYKER WAS THE LEADER OF THE RIOT CONTROL BRIGADE WHEN SHAO KAHN BEGAN TAKING SOULS. HE FINDS HIMSELF THE LONE SURVIVOR OF A CITY ONCE POPULATED BY MILLIONS.



PLAYING AS STRYKER

Stryker is a character with a few limited, but effective fighting tactics. A simple piece of advice for this warrior: Always be on the attack when playing as Stryker.

He is very good at keeping opponents from jumping toward him—with a well-timed Rushing Throw. However, the best way to damage your opponent is to fake a Low Grenade, then as your opponent jumps, catch them with a standing high kick.

Use either of your Button Link combos when you need to get away from your adversary. Once you push your opponent away from you, pummel them with a fury of Low and High Grenades. Usually, your opponent will try to avoid a Low Grenade by jumping and you'll catch them with the High Grenade that follows. This also sets you up to counter your foe with the Jumping Attack counter of your choice.

SPECIAL MOVES



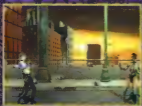
RUSHING THROW:

Stryker lunges forward and grabs his opponent's legs with his baton, then tosses them to the other side of the screen.



BATON TAKEDOWN:

Stryker ducks down, sticking his baton out, and rushes in to trip his opponent up.



LOW GRENADE:

From his trusty utility belt, Stryker throws an explosive grenade at his opponent.



HIGH GRENADE:

The same as the Low Grenade, except Stryker aims a bit higher when he tosses this one.



BUSTIN' CAPS:

That's right, Stryker can finally use his gat!

CODES

RUSHING THROW:

F, F, HK

BATON TAKEDOWN:

F, B, LP

LOW GRENADE:

**D, D/B,
B + LP**

HIGH GRENADE:

**D, D/B,
B + HP**

BUSTIN' CAPS:

B, F + HP

CODES

EXPLOSIVE:

D, F, D, F, BL
(CLOSE)

SUPER TAZER:

F, F, F, LK
(FAR)

ANIMALITY:

RN, RN, RN,
BL (AT MID
RANGE)

BABALITY:

D, F, F, B + HP

FRIENDSHIP:

RN, LP, RN, LK

STAGE

FATALITIES:

F, U, U + HK

FINISHING MOVES

EXPLOSIVE:

Stryker rigs his dazed opponent with a pack of explosives, then leaps to the opposite end of the screen to avoid the huge blast that follows.



SUPER TAZER:

Making sure to finish off his opponent with style, Stryker aims a tazer at his victim, and lets loose a charge of unbearable electricity.



ANIMALITY (DINOSAUR):

If you think this guy is tough as a riot control officer, wait until you see him as a Tyrannosaurus Rex.



BABALITY:

This kid is armed and dangerous!



FRIENDSHIP:

Stryker goes back to his crossing guard days—signaling all the Kombatants to safely cross the street.



STAGE FATALITIES:

This code works for The Pit, Wooden Tower, and Subway Fatalities.

COMBOS

BUTTON LINK COMBOS:

- #1 LK, HP, HP, LP
- #2 HK, HP, HP, LP

JUGGLE COMBOS:

- #1 Jump Kick, Rushing Throw
- #2 Jump Kick, Baton Takedown
- #3 LK, HP, HP, LP, Grenade
- #4 LK, HP, HP, LP, Jump Kick
- #5 LK, HP, HP, LP, Rushing Throw
- #6 LK, HP, HP, LP, Baton Takedown

SUPER CORNER COMBO

If you can trick your opponent into either corner, you can inflict major damage by...

- 1 connecting with Button Link Combo #1 or #2.
- 2 walking toward your opponent and immediately performing two juggle punches.
- 3 following up with a standing low punch.
- 4 then finishing them off with a Rushing Throw or a delayed Baton Takedown.

This 8-hit combo is just plain fun to watch, but will take some time to learn.

COUNTERS

SWEEP COUNTERS:

Rushing Throw
Baton Takedown

JUMPING ATTACK COUNTERS:

High Grenade
Rushing Throw
HP, Grenade
HP, Rushing Throw
HP, Baton Takedown

PLAYING AGAINST STRYKER

There aren't too many people who use Stryker, so when you play against a knowledgeable player, you will probably be against someone who knows when to use a Grenade—and when not to. Your best bet is to try to anticipate the Grenade tosses and, depending on who you are playing, release a projectile of your own. This way, you can sometimes duck under Stryker's projectile while throwing yours.

If you get close to Stryker, use your Button Link combos to push him back. Try to stay about sweep distance from him at all times. By doing this, you will put yourself in a position to duck either of his Grenade tosses when you see them coming.

MOST DANGEROUS FOES:

Sub-Zero, Sheeva, Liu Kang, Cyrax



WEAKNESSES

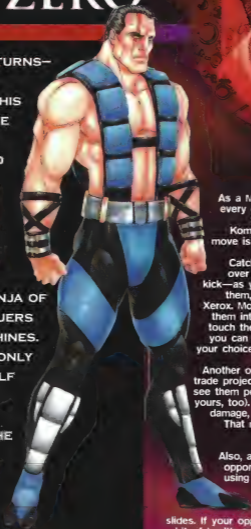
Since he only has two projectiles, Stryker falls victim to many jumping attacks if his Grenades are anticipated correctly. Another one of his weaknesses comes into play when the opposing player blocks his Rushing Takedown. He will be left in the air for a second and your opponent can dish out some major damage.

STRYKER VICTORY SCREEN

Stryker has saved everyone in the world. After all his townspeople were killed, he left to go into battle. Now he has returned to find everything dead as he left it.

SUB-ZERO™

THE NINJA RETURNS—
UNMASKED!
BETRAYED BY HIS
OWN CLAN, THE
LIN KUEI, HE
BROKE SACRED
CODES OF
HONOR BY
LEAVING HIS
CLAN AND IS
MARKED FOR
DEATH. BUT
UNLIKE THE NINJA OF
OLD, HIS PURSUERS
COME AS MACHINES.
HE MUST NOT ONLY
DEFEND HIMSELF
AGAINST THE
OUTWORLD
MENACE, BUT HE
MUST ALSO
ELUDE HIS
SOULLESS
ASSASSINS.



PLAYING AS SUB-ZERO

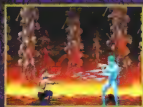
As a Most Difficult Foe for almost every character, Sub-Zero ranks in the upper echelon of Mortal Kombatants. His new Sub Xerox move is so useful it's almost unfair!

Catch your opponent by jumping over them with a premature high kick—as you get to the other side of them, immediately perform a Sub Xerox. Most of the time you will trick them into uppercutting and they will touch the clone and be frozen. Then you can simply select the combo of your choice and demolish them with it.

Another one of his great tactics is to trade projectiles with opponents (if you see them performing a projectile, throw yours, too). This way, you'll take a little damage, but they will remain frozen.

That means you can run close to them and combo away!

Also, a cool trick of his is to take opponents down unexpectedly by using his slide, then as they walk away, slide again. Most of the time, opposing players don't expect multiple slides. If your opponent is down to their last bit of health, go ahead and time a slide so they don't have time to jump.



ICE BALL:

Sub-Zero freezes his opponents with a blast of cold ice, rendering them helpless for a couple of seconds.

ICE BALL:

D, D/F,
F + LP



ICE SHOWER:

Having the same effect as the Ice Ball, Sub-Zero brings frozen moisture from the sky.

ICE SHOWER:

D, D/F,
F + LP



SUB XEROX:

Sub-Zero clones himself into a perfect replica of solid ice. It will freeze his opponents if they touch it, but Sub is safe from the effects.

SUB XEROX:

D, D/B,
B + LP



SLIDE:

Sub-Zero can quickly bring his opponents to the ground by sliding along the ground with his best foot forward.

SLIDE:

B + LP
+ BL + LK

CODES

BODY BREAKER:

BL, BL, RN,
BL, RN
(CLOSE)

FREEZING MIST:

B, B, D, F + RN
(AT MID RANGE)

ANIMALITY (POLAR BEAR):

(BL+RN)
F, U, U

BABALITY:

D, B, B, HK

FRIENDSHIP:

LK, RN, RN, U

STAGE FATALITIES:

B, D, F, F + HK

FINISHING MOVES

BODY BREAKER:

Sub-Zero lifts his defeated opponent over his head, freezes them, then breaks them into two equal pieces.



FREEZING MIST:

Sub-Zero blows a sharp, cold wind at his opponent, blasting them to the ground and shattering them into tiny pieces.



ANIMALITY (POLAR BEAR):

Sub-Zero morphs into a huge polar bear and mauls his opponent to death.



BABALITY:

Sub transforms his foe into a tiny ice child.



FRIENDSHIP:

In a light-hearted moment, Sub-Zero morphs into a snowman.



STAGE FATALITIES:

This code works for The Pit, Wooden Tower, and Subway Fatalities.

COMBOS

BUTTON-LINK COMBOS:

#1 HK, HK, B + HK

#2 HP, HP, LP, LK, HK, B + HK

JUGGLE COMBOS:

#1 Jump Kick, Ice Ball, HP, Jump Kick, Slide

#2 Ice Ball, Jump Kick, Ice Ball, HP, Jump Kick, Slide

SUPER CORNER COMBO

If you can trick your opponent into either corner, you can inflict major damage by...

- 1 connecting with a deep jumping kick,
- 2 following up with two juggle punches,
- 3 immediately throwing an Ice Ball,
- 4 adding on two more juggle punches,
- 5 then finishing them off with a pounding uppercut.

This ugly 6-hit combo is sure to make any opponent cringe.

COUNTERS

SWEEP COUNTERS:

Slide

Ice Ball (as sweep is starting)

JUMPING ATTACK COUNTERS:

Roundhouse

Standing HK

HP, Ice Ball, Uppercut

HP, Ice Ball, HP, Jump Kick, Slide

HP, Ice Ball, Neck Kick, Ice Clone, HP

Jump Kick, Slide

PLAYING AGAINST SUB-ZERO

When playing against a good Sub-Zero player, you must be ready to jump every projectile. You also must limit your projectiles to avoid being frozen in a projectile trade. If you have a teleporting character, use the teleport to avoid projectiles and appear close so you can inflict damage. If Sub-Zero jumps over you, remember to always remain ducking because a Sub Xerox may follow. When you can, get close and perform a neck kick followed by a sweep. This way, you can push him away and tempt your opponent into throwing a projectile—if they take the bait, pound them with a combo and make them think twice about doing it again!

MOST DANGEROUS FOES:

Sub-Zero, Sheeva, Liu Kang, Kung Lao



WEAKNESSES

Sub-Zero's only weakness is the lag-time that follows one of his projectile tosses. Other than that, he is a flawless warrior.

SUB-ZERO VICTORY SCREEN

Sub-Zero finds himself hunted not only by the two cyber-ninjas, but also a third—his old ally Smoke, who has also been automated. Sub-Zero defeats Kahn, and he destroys the cyber-ninjas, except for Smoke. Smoke was a friend of Sub-Zero in his Lin Kuei days, so Sub-Zero helps him discover his true identity. After Smoke rediscovers himself, Sub-Zero gives Smoke his soul back and returns him to human form. Sub-Zero then returns to the shadows.

SHANG TSUNG™

TSUNG IS SHAO KAHN'S LEAD SORCEROR. HE ONCE FELL OUT OF FAVOR WITH HIS EMPEROR AFTER FAILING TO WIN THE EARTH REALM THROUGH TOURNAMENT BATTLE. BUT THE EVER SCHEMING SHANG TSUNG IS INSTUMENTAL IN KAHN'S CONQUEST OF EARTH. HE HAS NOW BEEN GRANTED MORE POWER THAN EVER.



PLAYING AS SHANG TSUNG

To be successful with Shang Tsung, you must make sure you can pull off his Fireballs and Morphs on demand. Tsung is played differently from any other character because he maintains a defensive fighting style, even when attacking.

Stay away from your opponent and toss odd patterns of Fireballs. This way, you can often trick your opponent into jumping directly into your attacks. If you manage to fake your opponent into jumping toward you, use your standing high kick to deliver the stern warning, "I don't think so!"

Also, by Morphing into one of your opponent's most dangerous foes, you can really give them trouble. Just make sure you know that character's special moves and strategy or else that clever Morph won't do much good.

Whenever you knock your opponent down, run toward them and unleash Button Link Combo #2, then jump away and throw a Triple Fireball to keep them away and blocking.

SPECIAL MOVES



FIREBALL:

Shang Tsung calls upon an evil force to create a blast of pure hell, and then aims it at his opponent.



DOUBLE FIREBALL:

The same as the regular Fireball, Tsung throws two blasts instead of one.



TRIPLE FIREBALL:

The same as the regular Fireball, Tsung throws three blasts instead of just one or two.



GROUND FIREBALLS:

By lifting his hand in the air, Tsung draws upon the power of hell to bring fire from the earth.

MORPHS:

Cyrax: BL, BL, BL
Ermac: D, D, U
Jade: F, F, D, D + BL
Jax: F, F, D + LP
Kabat: LP, BL, HK
Kano: F, B, F, BL
Kitana: F, D, F, R
Kung Lao: RN, RN, BL, RN
Liu Kang: Rotate Joystick 360 degrees
Mileena: RN, BL + HK

Nightwolf: U, U, U
Reptile: RN, BL, BL, HK
Scorpion: D, D, F, LP
Sektor: D, F, B, RN
Sheeva: F, D, F, LK
Sindel: B, D, B, LK
Sonya: D, D, D, RN + LP + BL
Stryker: F, F, F, HK
Sub-Zero: F, D, F, HP
Classic Sub-Zero: BL, BL, RN, RN

CODES

FIREBALL

B, B, HP

DOUBLE FIREBALL

B, B, F, HP

TRIPLE FIREBALL

B, B, F, F, HP

GROUND FIREBALLS

F, F, B, B, LK

CODES

SOUL REMOVAL:

(LP)
RN, BL, RN,
BL (CLOSE)

BED OF SPIKES:

(LP)
D, F, F, D

ANIMALITY (COBRA):

(HP)
RN, RN, RN
(CLOSE)

BABALITY:

RN, RN, RN,
LK

FRIENDSHIP:

LK, RN, RN, D

STAGE FATALITIES:

U, U, B + LP

FINISHING MOVES

BED OF SPIKES:

Shang Tsung makes razor sharp spikes protrude from the ground, then throws his opponent directly onto them.



SOUL REMOVAL:

An improved technique from Mortal Kombat II, Tsung lifts his opponent into the air and drains them of their priceless soul.



ANIMALITY (COBRA):

The evil Tsung morphs again—this time into a deadly snake!



BABALITY:

You wouldn't want to have this kid as your baby brother!



FRIENDSHIP:

MK 3 surprises you with another arcade blast from the past as Tsung morphs into a "Joust" fighter!



STAGE FATALITIES:

This code works for The Pit, Wooden Tower, and Subway Fatalities.

COMBOS

BUTTON LINK COMBOS:

#1 HP, HP, LP, B + HK

#2 LK, HP, HP, LP, B + HK

JUGGLE COMBOS:

#1 Ground Fireballs, Uppercut

#2 Ground Fireballs, Three Fireballs

SUPER CORNER COMBO

If you can trick your opponent into either corner, you can inflict major damage by...

1

connecting with a deep jumping kick.

2

immediately performing four juggle punches.

3

then finishing them off with an uppercut.

This 6-hit combo may be considered cheap because of the four juggle punches—but who cares about honor when you're playing as an evil character!

PLAYING AGAINST SHANG TSUNG

When playing against Tsung, it's sometimes a good plan to trade projectiles with him. If you sense a Fireball coming, get in the air before it reaches you and smack Tsung in the face with a quick boot to the head. If Shang Tsung Morphs into another character, be ready to sweep when he begins to change back. Just be very careful of Tsung's jump kick—it's very fast and is sometimes hard to counter. Instead of trying to high kick it or uppercut, run underneath him and then perform a Button Link combo to push him away from you.

MOST DANGEROUS FOES:

Liu Kang, Sub-Zero, Sheeva, Sektor



WEAKNESSES

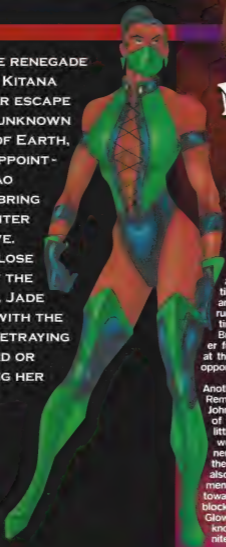
Shang Tsung's greatest flaw in his fighting style surfaces when he begins to Morph back into himself after playing as another character. At this moment, he falls prey to several attacks, mostly sweeps. Remember, whenever you Morph into another Kombatant, you immediately inherit all of their weaknesses.

SHANG TSUNG VICTORY SCREEN

Assigned to hunt down the renegade Earth warrior, Tsung realizes that Kahn will take his soul as soon as he is down. So he kills Shao Kahn and Motaro, takes all of earth's souls, and rules the world.

JADE™

WHEN THE RENEGADE PRINCESS KITANA MAKES HER ESCAPE INTO THE UNKNOWN REGIONS OF EARTH, JADE IS APPOINTED BY SHAO KAHN TO BRING HIS DAUGHTER BACK ALIVE. ONCE A CLOSE FRIEND OF THE PRINCESS, JADE IS FACED WITH THE TASK OF BETRAYING HER FRIEND OR DISOBEYING HER EMPEROR.



PLAYING AS JADE

Emerging from the shadows of MKII, Jade demonstrates her fighting ability and makes sure no one mistakes her for anything less than a dangerous adversary. With the ability to pass through projectiles, Jade can seem almost invincible at times. This move allows you to shut down a good portion of your foe's arsenal of attacks. If you sense a projectile coming, simply perform the B-F motion and press HK, then immediately begin to run toward your opponent. Most of the time you can catch them with Jade's 7-hit Button Link Combo before they can recover from throwing their projectile. When used at the right time, this combo can be any opponent's worst nightmare.

Another effective move is Jade's Glow Kick. Reminiscent of the Shadow Kick from the Johnny Cage days, Jade's new version is one of the fastest attacks in the game. Leaving little time for an opponent to press Block, a well-timed Glow Kick can send an opponent into early retirement. It's best to use the Glow Kick as a Sweep Counter, but it's also highly effective in the surprise department. If you see an opponent advancing toward you with no obvious intention to block, don't be afraid to let loose a quick Glow Kick. More often than not, you will knock your opponent down and gain a definite advantage in the match.

SPECIAL MOVES



BOOMERANG MIDDLE:

Jade throws a razor-sharp boomerang that cuts anything in its path.



BOOMERANG HIGH:

The same as the Boomerang Middle except it travels in an upward direction.



BOOMERANG LOW:

The same as the Boomerang Middle except it travels in a downward direction.



PROJECTILE INVINCIBILITY:

Jade can make herself immune to almost all projectile attacks.



GLOW KICK:

Jade strikes her opponent with a kick of pure energy.



BOOMERANG MIDDLE:

B, F, LP (B, B, F, LP TO RETURN)

BOOMERANG HIGH:

B, F, HP

BOOMERANG LOW:

B, F, LK

PROJECTILE INVINCIBILITY:

B, F, HK

GLOW KICK:

D, D/F, F, LK



FINISHING MOVES

STOMACH SHAKER:

U, U, D, F, HP
(CLOSE)

STAFF IMPALE:

RN, RN, RN,
BK, RN
(CLOSE)

FRIENDSHIP:

B, D, B, B, HK

BABALITY:

D, D, F, D, HK

STOMACH SHAKER:

Using her staff, Jade stabs her opponent and proceeds to shake them violently until they explode.

STAFF IMPALE:

Jade uppercuts her opponent who then lands on her raised staff.

ANIMALITY:

Check out Brady's Web site for this and other late-breaking codes!

FRIENDSHIP:

Jade hops on her favorite childhood toy and proceeds to bounce around.



COMBOS

BUTTON LINK COMBOS:

- #1 HP, HP, D + LP, D + HP (22%)
- #2 HK, HK, LK, B + HK (23%)
- #3 LK, HK, LK, B + HK (23%)
- #4 HP, HP, D + LP, LK, HK, LK, B + HK (25%)

JUGGLE COMBO:

Jump Kick, Glow Kick

SUPER CORNER COMBO:

If you get your opponent in the corner, inflict 24% damage by executing this 3-hit combo:

- 1 Jump Kick
- 2 High Punch
- 3 Boomerang Middle

COUNTERS

SWEEP COUNTER:

Glow Kick

JUMPING ATTACK COUNTERS:

Standing HK
HP, Glow Kick
HP, Boomerang Middle

PLAYING AGAINST JADE

When playing against Jade, you must remember to always keep your finger near the Block button. Jade can suddenly smack you with a quick Glow Kick. The best way to defeat a good Jade player is to always be alert and know when your chances to inflict damage are at hand.

A good opportunity to counter with a projectile is when Jade's Glow Kick misses. Another good time to damage Jade is when she attempts a Boomerang. Missed Boomerang attempts are welcome mats for a quick Juggle Combo—or even a Button Link Combo if you can position yourself close enough.

MOST DANGEROUS FOES:

Stryker, Nightwolf, Ermac, Cyrax



WEAKNESSES

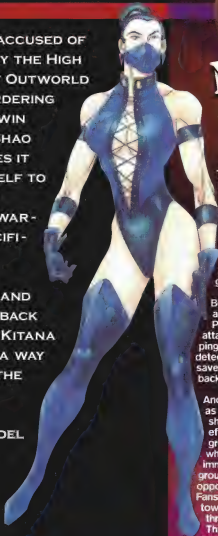
Jade's biggest weakness is apparent when she throws a Boomerang, so limit the number of times you toss these weapons. Also, Jade doesn't have too much variety in her arsenal, so opponents will usually know what's coming. Other than that, Jade is a solid newcomer.

JADE VICTORY SCREEN

Jade makes the decision to assist her long-time friend, Kitana. She thwarts an assassination attempt by Reptile against the princess and fends off their other Outworld enemies. This clears the path for Kitana to turn Sindel against the Emperor Shao Kahn. With Sindel removed as an enemy, Jade finds herself facing the Emperor in Kombat. She defeats him and both Earth and her former homeland of Edenia are transformed to their original states. Jade has earned herself a place alongside the great heroes of Mortal Kombat.

KITANA™

KITANA IS ACCUSED OF TREASON BY THE HIGH COURTS OF OUTWORLD AFTER MURDERING HER EVIL TWIN MILEENA. SHAO KAHN TAKES IT UPON HIMSELF TO APPOINT A GROUP OF WARRIORS SPECIFICALLY TO CATCH HIS DAUGHTER AND BRING HER BACK ALIVE. BUT KITANA MUST FIND A WAY TO REACH THE NEWLY CROWNED QUEEN SINDEL FIRST AND WARN HER OF THEIR TRUE PAST.



PLAYING AS KITANA

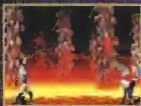
The main thing to remember when playing as Kitana is that she can stop anyone from attacking by air with her incredibly potent Fan Lift. The best way to catch an opponent in the Fan Lift is to act as if you intend to attempt a Fan Toss by tapping

Forward two or three times and pressing Block. Usually your opponent will jump at you—this is when you grab them out of the air with the Lift.

Be on your guard, though—an MK veteran will come at you with Teleport Punches. To compensate for these attacks, simply perform the forward tapping motion, then hold Block until you detect the Teleport Punch coming. This will save you from being hit, by surprise, in the back of the head.

Another great trick to use when playing as Kitana is to only throw her Fan when she's airborne. The Fan Throw is not as effective when you're standing on the ground because of its lag time. However, when you throw a Fan from midair, you immediately recover and fall back to the ground. This allows you to keep many opponents away by simply throwing Air Fans. Whenever you jump away from or toward your opponent, make sure you throw a Fan before you hit the ground. That way, if your opponents try to get tricky, they will be smacked with a Fan and you will have time to add a swift combo for additional damage.

SPECIAL MOVES



FAN TOSS:

Kitana can throw a razor-sharp fan at her opponent.



FAN LIFT:

Opponents who get too close can be lifted in the air by her fan's sonic waves.



SQUARE PUNCH:

Kitana can leap into the air and knock down jumping attackers.



FAN TOSS:

F, F, HP + LP

FAN LIFT:

B, B, B, HP

SQUARE PUNCH:

D, D/B, B, HP



FINISHING MOVES

KISS OF DEATH:

RN, RN, BL,
BL, LK
(CLOSE)

KISS OF DEATH:

Kitana kisses her opponent, causing them to stretch until they explode.



HEAD SWIPE:

Kitana uses her razor-sharp fan to decapitate her opponent.



HEAD SWIPE:

B, D, F, F, HK
(CLOSE)

ANIMALITY:

Kitana turns into a ferocious bunny which pounces and mauls her dazed opponent.



ANIMALITY:

D, D, D, RN
(CLOSE)

FRIENDSHIP:

Kitana pulls out her favorite childhood toy and proceeds to blow bubbles across the screen.



FRIENDSHIP:

D, B, F, F, LP

BABALITY:

F, F, D, F, HK

STAGE FATALITIES:

F, D, D, LK

COMBOS

BUTTON LINK COMBOS:

- #1 HK, HK, LK, B + HK (23%)
- #2 HP, HP, B + LP, F + HP (22%)

JUGGLE COMBOS:

- #1 Fan Lift, Jump Kick, Air Fan Toss, Square Punch (18%)
- #2 Fan Lift, Jump Kick, Air Fan Toss, Run + Uppercut or Roundhouse (22%)
- #3 Fan Lift, Jump Kick, Air Fan Toss, HP, Square Punch
- #4 Jump Kick, Air Fan Toss, Run + Uppercut

SUPER CORNER COMBO

If you get your opponent in the corner, inflict 33% damage by executing this 6-hit combo:

- 1 Fan Lift
- 2 Jump Kick
- 3 Hop Kick
- 4 Air Fan Toss
- 5 High Punch
- 6 Square Punch

COUNTERS

SWEEP COUNTER:

Fan Toss (as sweep is starting)

JUMPING ATTACK COUNTERS:

Standing HK
Square Punch
Fan Lift, Jump Kick, Air Fan Toss, Square Punch

PLAYING AGAINST KITANA

The best way to beat a good Kitana player is to first know what the lady ninja is capable of. Kitana only has a few attacks and is quite limited in the combo category. You open yourself for her best combo whenever you throw a projectile. This combo (Jump Kick, Fan Toss, Square Punch) will destroy you if you're the type of player who likes to throw projectiles.

The second way to gain an advantage over Kitana is to trick your opponent into performing her Fan Lift prematurely by jumping toward Kitana, then immediately throwing a projectile to halt your forward motion. This will usually trick your opponent into the Fan Lift, allowing you to attack with anything that keeps you clear of her Fan.

MOST DANGEROUS FOES:

Jade, Reptile, Nightwolf, Cyrax



WEAKNESSES:

Kitana suffers tremendous lag time after throwing a Fan. The best way to avoid this is to only throw the Fan from midair. Her second weakness comes into play when Kitana misses her Square Punch. This sets her up to get uppercut or comboed, so make sure you're going to connect when you decide to use it.

KITANA VICTORY SCREEN

Kitana evades the evil clutches of Shao Kahn and escapes into the unknown regions of Earth. She survives an assassination attempt by the vile creature Reptile, and allies herself with her onetime comrade—Jade. Together with the help of Earth's warriors, Kitana reaches Sindel and turns the queen against her emperor. With Shao Kahn defeated, the Earth is changed back to its original state, as is Kitana's realm of Edenia. She will be forever in debt to her friends from Earth as she rules the new realm of Edenia at Queen Sindel's side.

REPTILE™

ALWAYS A RELIABLE SERVANT TO SHAO KAHN, REPTILE IS CHOSEN TO ASSIST JADE IN THE CAPTURE OF KITANA. IN CONTRAST TO JADE'S INSTRUCTIONS, REPTILE IS ORDERED TO STOP THE RENE-GADE PRINCESS AT ALL COSTS... EVEN IF IT MEANS HER DEATH.



PLAYING AS REPTILE

Returning from MKII with a vengeance, Reptile is now a force to be reckoned with. He now has two different speeds of Force Balls and a great sweep countering move. The best way to play Reptile against the majority of your opponents is to attack constantly. Tactics like firing a Fast Force Ball followed by a Slow Force Ball, then running up next to your opponent before the Slow Force Ball connects is a great way to entice your opponent to release Block. This attack allows you to pound your foe with any of Reptile's Button Link Combos. As long as you are not attacking, your opponent has a chance to attack you. Reptile has a limited number of counters and defensive techniques so always try to stay on the offensive.

Another great tactic is to repeatedly use Reptile's Reverse Elbow Attack when close to opponents. If your opponent tries to sweep you, they will automatically stand back up. The Reverse Elbow Attack is unsweepable. This can get very frustrating for your opponents as they see you running back and forth chipping away at their energy bar. Experienced foes will know how to counter

this tactic, so try turning invisible first and pound away at them—they will first have to make you reappear before they can go about trying to defeat you.

SPECIAL MOVES



ACID SPIT:

Reptile spews forth venomous acid that burns anything it touches.



SLOW FORCE BALL:

Reptile summons a ball of pure plasma that slowly travels across the screen and knocks opponents into the air.



FAST FORCE BALL:

The same as the Slow Force Ball but travels faster across the screen.



SLIDE:

Reptile can quickly bring his opponents to the floor by sliding across the ground.



INVISIBILITY:

Reptile can cloak himself, rendering himself invisible to the naked eye.



REVERSE ELBOW ATTACK:

Reptile runs behind his opponent and strikes them with a powerful lunging elbow.



ACID SPIT:

F, F, HP

SLOW FORCE BALL:

B, B, HP + LP

FAST FORCE BALL:

F, F, HP + LP

SLIDE:

B + LP + BL
+ LK

INVISIBILITY:

U, D, HK

REVERSE ELBOW ATTACK:

B, F, LK



FINISHING MOVES

BODY SNACK:

B, F, D, BL
(1/2 SCREEN)

ANIMALITY:

D, D, D, B, HK
(CLOSE)

BABALITY:

F, F, B, D, LK

STAGE

FATALITIES:

BL, RN, BL,
BL

FRIENDSHIP:

D, F, F, B, HK
(CLOSE)

BODY SNACK:

Reptile makes a meal of his opponent by eating them in three large pieces, leaving only the feet remaining.

ACID PUKE:

Reptile spits a highly concentrated acidic saliva that melts opponents to the ground. (Check out Brady's Web site for this and other late-breaking codes!)

ANIMALITY:

Reptile changes into a crazed primate and chases his opponent off the screen.

FRIENDSHIP:

Reptile cranks away at a jack-in-the-box until his likeness appears.



COMBOS

BUTTON-LINK COMBOS:

- #1 HP, HP, D + LP
- #2 HK, HK, B + HK (21%)
- #3 HP, HP, HK, B + HK (23%)

JUGGLE COMBOS:

- #1 Fast Force Ball, Slow Force Ball, Uppercut (22%)
- #2 HP, HP, D + LP, Acid Spit (22%)
- #3 HP, HP, D + LP, Fast Force Ball, Uppercut or Roundhouse (24%)
- #4 HP, HP, D + LP, Fast Force Ball, HP, HK (34%)
- #5 HP, HP, D + LP, Fast Force Ball, HP, HP, Acid Spit (33%)
- #6 HP, HP, D + LP, Fast Force Ball, HP, Jump Kick
- #7 Fast Force Ball, HP, Slow Force Ball, Uppercut or Roundhouse (30%)
- #8 Fast Force Ball, Slow Force Ball, Uppercut or Roundhouse (27%)
- #9 Fast Force Ball, Slow Force Ball, HP, Acid Spit (22%)
- #10 Jump Kick, Fast Force Ball, HP, Slow Force Ball, HP, HP, Acid Spit (39%)

SUPER CORNER COMBO

If you get your opponent in the corner, inflict 40% damage by executing this 6-hit combo:

- | | |
|-------------------|---------------------|
| 1 Jump Kick | 4 High Punch |
| 2 High Punch | 5 Jump Kick |
| 3 Fast Force Ball | 6 Standing Low Kick |

COUNTERS

SWEEP COUNTERS:

Slide
Reverse Elbow Attack
Fast Force Ball, Uppercut

JUMPING ATTACK COUNTERS:

Standing High Kick
Roundhouse
HP, Fast Force Ball, Uppercut
LP, HP, Fast Force Ball, HP, Roundhouse
HP, Fast Force Ball, Slow Force Ball, HP, HP, Acid Spit

PLAYING AGAINST REPTILE

When playing against Reptile, you must remember to stay as close to him as possible. This will limit your opponent's attacks since Reptile has a limited arsenal of close range moves. Also, the lizard ninja has a relatively weak uppercut, so don't be afraid to jump over him and perform continuous Neck Kicks. Follow your connecting Neck Kicks with the combo of your choice to add damage.

Counter Reptile's jumping attacks with a simple High Punch. After you knock him back, you can immediately perform a smashing Juggle Combo.

MOST DANGEROUS FOES:

Jade, Ermac, Nightwolf, Kung Lao



WEAKNESSES

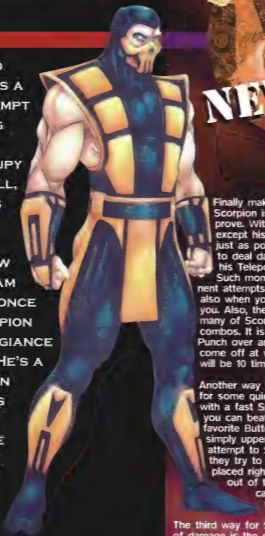
As stated before, Reptile's biggest weakness is his inability to deal with in-close attackers. Also, if he plays against a character who has the ability to shut down projectile throwers, Reptile can be near useless. Overall, if played correctly, Reptile can be a devastating character. Just remember that his best defense is a strong offense.

REPTILE VICTORY SCREEN

Reptile is ordered by Shao Kahn to find and kill Kitana. He is successful in completing his task, but upon returning, finds himself shunned by the emperor. Shao Kahn promised Reptile that if he was successful he would resurrect Reptile's race. Shao Kahn never had any intention of fulfilling his promise. Enraged, Reptile turns against his master and defeats him in battle, but by killing his master, Reptile destroys the one chance to ever know his true race.

SCORPION™

WHEN SHAO KAHN MAKES A FAILED ATTEMPT AT STEALING THE SOULS WHICH OCCUPY EARTH'S HELL, SCORPION IS ABLE TO MAKE HIS ESCAPE. NOW FREE TO ROAM THE EARTH ONCE MORE, SCORPION HOLDS ALLEGIANCE TO NO ONE. HE'S A WILD CARD IN THE EARTH'S STRUGGLE AGAINST THE OUTWORLD.



PLAYING AS SCORPION

Finally making his appearance in MK3, Scorpion is back with somethin' to prove. With all of his moves from MKII except his Leg Takedown, Scorpion is just as potent as before. The best way to deal damage as Scorpion is to use his Teleport Punch at prime moments. Such moments include when an opponent attempts to throw a projectile, and also when your opponent jumps away from you. Also, the Teleport Punch is key to many of Scorpion's combos and Counter combos. It is wise to practice the Teleport Punch over and over until you can get it to come off at will. That way your combos will be 10 times more deadly.

Another way to smack your opponent up for some quick damage is to catch them with a fast Spear. When you drag them in you can beat them around with your favorite Button Link Combo or you can simply uppercut them. A good time to attempt to Spear your opponent is when they try to jump in at you. If you are placed right on the screen, you will be out of their attack's range and you can just pull them out of the air with the Spear.

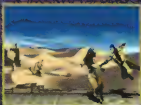
The third way for Scorpion to deal a good share of damage is the quick but effective Jump Kick/Air Throw Combo. This Combo is ideal for taking jumping attackers out of the air. Scorpion's Air Throw seems to have a lot of priority over other characters' aerial moves, so don't be afraid to try it out when you sense an air attack coming.

SPECIAL MOVES



SPEAR:

Scorpion throws a razor-sharp device that harpoons opponents and draws them near.



TELEPORT PUNCH:

Scorpion disappears and then reappears, meeting them with a smashing face punch.



AIR THROW:

Scorpion can grab airborne opponents and slam them to the ground.



SPEAR:

B, B, LB

TELEPORT PUNCH:

D, D/B, B, HP

AIR THROW:

TAP BL
(IN AIR
NEXT TO
OPPONENT)



FINISHING MOVES

TOASTY:

D, D, U, HK
(1/2 SCREEN)

THE BRUTALITY:

F, F, D, U, RN
(CLOSE)

ANIMALITY:

F, U, U, HK
(CLOSE)

BABALITY:

D, B, B, F, HP

STAGE FATALITIES:

F, F, U, U+LP

FRIENDSHIP:

B, F, F, B, LK
(CLOSE)

TOASTY:

Scorpion reveals his hideous noodle and then spews fire which chars opponents to a crisp.



THE BRUTALITY:

Scorpion summons numerous clones which get medieval on his opponent's buttocks.



ANIMALITY:

Scorpion turns into a penguin and lays an egg that blows opponents into smithereens.



FRIENDSHIP:

Scorpion cranks away at a jack-in-the-box until it reveals his likeness.



COMBOS

BUTTON LINK COMBOS:

- #1 HP, HP, U + LP (38%)
- #2 HP, HP, HK, B + HK (24%)
- #3 HK, HK, LK, LK (23%)

JUGGLE COMBOS:

- #1 Spear, HP, HP, HK, B + HK (26%)
- #2 Jump Kick, Spear, HP, HP, HK, B + HK
- #3 Jump Kick, Spear, HK, HK, LK, LK
- #4 Jump Kick, Teleport Punch, Spear, HP, HP, HK, B + HK (22%)

SUPER CORNER COMBO

If you get your opponent in the corner, inflict major damage by executing this 7-hit combo:

- 1 Jump Kick
- 2 High Punch
- 3 Spear
- 4 High Punch
- 5 High Punch
- 6 High Kick
- 7 B + HK

COUNTERS

SWEEP COUNTER:

Spear, (any Button Link Combo)

JUMPING ATTACK COUNTERS:

Standing HK
Roundhouse
HP, Spear, (any button link combo)
HP, Jump Kick, Air Throw
HP, HP, Teleport Punch, Spear, Uppercut
HP, HP, Teleport Punch, Spear, Roundhouse
HP, HP, Teleport Punch, Spear, (any Button Link Combo)

PLAYING AGAINST SCORPION

To play against Scorpion, you must be aware of his most powerful move—the Teleport Punch. You can entice your opponent into trying the Teleport Punch by simply releasing the Block button occasionally.

Also, since Scorpion is a Ninja, he is very easy to knock out of the air. Usually a simple Standing High Kick will do the trick, but if you want to counter with style, knock him out of the air with a High Punch, then finish him off with a huge Juggle Combo.

MOST DANGEROUS FOES:

Ermac, Jade, Kitana, Cyrax



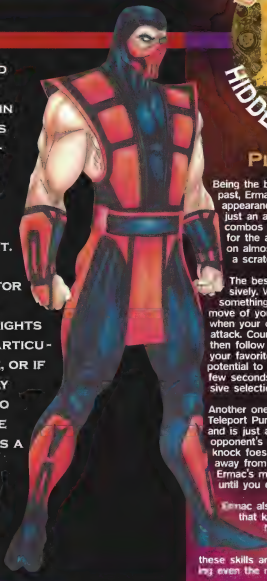
WEAKNESSES

One of Scorpion's problems is his inability to fight effectively at close range. With the exception of his Spear, there's not much else he can do when he's near his opponent. Also, as stated before, he is very easy to knock out of the air. His third weakness is apparent when his Teleport Punch is blocked—he is left floating around in the air and is very susceptible to Juggle Combos.

SCORPION VICTORY SCREEN

Scorpion is inadvertently released from his damnation in hell when Kahn's plan to overtake that realm goes awry. Free to roam Earth, Scorpion is enlisted by the emperor to aid him in his quest to destroy the chosen warriors. But, his allegiance to Shao Kahn falters when he discovers one of the chosen warriors to be Sub-Zero. Scorpion has vowed to protect the former Ninja as restitution for killing his brother. Shao Kahn finds himself the victim of his own scheme as Scorpion is forced to turn against him. He destroys the Emperor and the Earth is returned to normal. Scorpion finds himself once again roaming the pits of hell, only to one day rise again.

RUMORED
TO HAVE
EXISTED IN
PREVIOUS
TOURNAMENTS,
ERMAC
FINALLY
ENTERS
THE FIGHT.
NO ONE
KNOWS FOR
SURE IF
ERMAC FIGHTS
FOR A PARTICULAR
SIDE, OR IF
HE SIMPLY
FIGHTS TO
PROVE HE
EXISTS AS A
DEADLY
HIDDEN
FORCE.



PLAYING AS ERMAC

Being the biggest rumor of an MK-past, Ermac naturally had to make an appearance—and he's making more than just an appearance. Ermac has the most combos of anyone in MK3. A great choice for the advanced player, Ermac can take on almost any opponent and leave without a scratch.

The best Ermac strategy is to play defensively. Wait for your opponent to attempt something and then simply counter with a move of your own. A good example of this is when your opponent attempts a jumping attack. Counter with a well-timed High Punch, then follow it up with a Telekinetic Slam and your favorite Juggle Combo. Ermac has the potential to take off massive damage in just a few seconds if you are familiar with his extensive selection of deadly combos.

Another one of Ermac's strengths is his Teleport Punch. It is exactly like Scorpion's and is just as useful. Use it to counter an opponent's projectile attempts and also to knock foes out of the air when they jump away from you. This move is key to a few of Ermac's most deadly combos, so practice until you can perform it without thinking.

Ermac also has two Button Link Combos that knock his opponent into the air.

Make sure you can perform them at will so you can follow them up with a Juggle Combo. Master these skills and you will have little problem beating even the most experienced MK3 players.

SPECIAL MOVES



FIREBALL:

Ermac summons a blast of pure energy and unleashes it toward his opponent.



TELEPORT PUNCH:

Ermac disappears in an explosion and then reappears greeting his opponent with a smashing face punch.



TELEKINETIC SLAM:

Ermac channels the powers of gravity and raises his opponent off the ground into the air.



FIREBALL

F, D, LB

TELEPORT PUNCH:

D, B, HP

TELEKINETIC SLAM:

B, D, B, HK



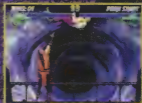
FINISHING MOVES

TELEKINETIC MASSACRE:

D, U, D, D, BL
(SWEEP)

TELEKINETIC MASSACRE:

Ermac uses the power of gravity to mercilessly slam his opponents into the ground until they explode.



UPPERCUT DECAPITATION:

RN, BL, RN,
RN, HK (CLOSE)

UPPERCUT DECAPITATION:

Ermac delivers a horrendous uppercut that decapitates his opponent.



STAGE FATALITIES:

RN, RN, RN,
RN, LK

COMBOS

BUTTON LINK COMBOS:

- #1 LK, LP
- #2 HK, HK, LK, B + HK (23%)
- #3 HP, HP, B + LP, HK, B + LK
- #4 HP, HP, B + LP, D, D/F, F + HP

JUGGLE COMBOS:

- #1 LK, LP, Telekinetic Slam, Uppercut or Roundhouse
- #2 LK, LP, Jump Kick, Teleport Punch
- #3 LK, LP, walk in + HP, Telekinetic Slam, Jump Kick
- #4 LK, LP, walk in + HP, Telekinetic Slam, Fireball
- #5 LK, LP, walk in + HP, Telekinetic Slam, Roundhouse
- #6 LK, LP, Jump Kick, Teleport Punch, Fireball
- #7 LK, LP, Telekinetic Slam, HP, HP, Fireball
- #8 Telekinetic Slam, HP, Teleport Punch, Fireball
- #9 Telekinetic Slam, HP, Jump Kick, Teleport Punch, Telekinetic Slam, HP, Uppercut (45%)
- #10 Telekinetic Slam, HP, Jump Kick, Teleport Punch, Telekinetic Slam, Juggle Punch, Uppercut (44%)
- #11 Telekinetic Slam, HP, Jump Kick, Teleport Punch, Telekinetic Slam, HP, Fireball (43%)
- #12 HP, HP, B + LP, D, D/F, F + LP, Telekinetic Slam, HP, Jump Kick
- #13 HP, HP, B + LP, D, D/F, F + LP, Telekinetic Slam, HP, HP, Fireball

SUPER CORNER COMBO

If you get your opponent in the corner, inflict 45% damage by executing this 7-hit combo:

- | | |
|--------------------|------------------|
| 1 Jump Kick | 5 Jump Kick |
| 2 High Punch | 6 Teleport Punch |
| 3 Telekinetic Slam | 7 Uppercut |
| 4 High Punch | |

SWEEP COUNTER:

Fireball (as sweep is starting)

JUMPING ATTACK COUNTERS:

HP, Telekinetic Slam, HP, Uppercut
HP, Teleport Punch, Telekinetic Slam, HP, HP, Fireball
HP, Jump Kick, Teleport Punch, Telekinetic Slam, HP, HP, Fireball

PLAYING AGAINST ERMAC

Playing against Ermac is very much like playing against Scorpion on steroids. The main thing to remember is that Ermac can't hurt you if you know how and when to block. If you are holding Block when Ermac attempts a Telekinetic Slam, he will be wide open for the attack of your choice. Remember that Ermac is still only a Ninja and can be knocked out of the air just like Scorpion. Use this to your advantage if your opponent mistakenly tries to attack you via air.

MOST DANGEROUS FOES:

Scorpion, Kitana, Cyrax, Nightwolf



WEAKNESSES

One main problem with Ermac is his inability to fight in close. With the exception of his Fireball, there is not much he can do when he is near his opponent. Also, as stated before, he is very easy to knock out of the air. His third weakness is apparent when his Teleport Punch is blocked. He is left floating around in the air and is very susceptible to Juggle Combos. Also, be very careful when you are thinking about performing his Telekinetic Slam as you are left wide open if your opponent blocks it.

ERMAC VICTORY SCREEN

Having been in hiding since the first Mortal Kombat, neither the Earth nor the Outworld has recognized this elusive Ninja. Ermac uses his victory in the tournament to prove his existence... as well as a warning that he will return as an unstoppable force in the fourth Mortal Kombat.

MILEENA™

THOUGHT TO HAVE
BEEN KILLED BY
KITANA IN THE
SECOND MORTAL
KOMBAT,
MILEENA SUD-
DENLY
RETURNS.



SPECIAL MOVES



SAI TOSS

(HP)

2 SECONDS



SAI TOSS:

Mileena summons up two razor-sharp weapons that blast opponents on contact.



TELEPORT KICK:

Mileena drops from the sky, delivering a blow to her opponent's unsuspecting nuggel.

TELEPORT KICK:

F, F, LK



GROUND ROLL:

Mileena curls herself into a ball and rolls across the arena floor, sweeping opponents off their feet.

GROUND ROLL:

B, B, D, HK



FINISHING MOVES

NAIL SHOOTER:

B, B, B, F, LK
(FAR)

BONE SPIT:

D, F, D, F, LP
(CLOSE)

ANIMALITY:

F, D, D, F, HK

FRIENDSHIP:

D, D, B, F, HP

BABALITY:

D, D, F, F, HP

STAGE FATALITIES:

D, D, D, LP

NAIL SHOOTER:

Mileena downs a can of nails, then spits them at her defeated foe.



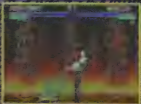
BONE SPIT:

Mileena sucks her opponent up and spits out their bones.



ANIMALITY:

Mileena turns into a skunk that lifts its tail and sprays her opponent with an odoriferous emanation.



FRIENDSHIP:

Mileena flashes her grin to a hand mirror and shatters it.



COMBOS

BUTTON LINK COMBOS:

#1 HP, HP, U + LP, D + HP

#2 HP, HP, HK, HK, U + LK, U + HK

JUGGLE COMBOS:

#1 Jump Kick, Sai Toss, Ground Roll

#2 Jump Kick, Ground Roll, Hop Kick, Sai Toss

SUPER CORNER COMBO:

If you get your opponent in the corner, inflict massive damage by executing this 6-hit combo:

- 1 Neck Kick
- 2 Sai Toss
- 3 Standing High Punch
- 4 Ground Roll
- 5 Jumping High Punch
- 6 Sai Toss

COUNTERS

SWEEP COUNTERS:

Teleport Kick (as sweep is starting)
Ground Roll

JUMPING ATTACK COUNTERS:

HP, Jump Kick, Sai Toss
HP, Ground Roll, Jump Kick, Sai Toss

MOST DANGEROUS FOES:

Scorpion, Ermac, Smoke, Sektor



MILEENA VICTORY SCREEN

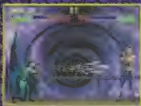
Winning the third tournament enables Mileena to reclaim her role as the Outworld queen. With the help of Baraka, she then takes both Sindel and her daughter, Kitana, hostage. Together they threaten Shao Kahn with their lives unless he lures the Earth-born warriors into a fourth Mortal Kombat where Baraka can return and regain his title as the Ultimate Mortal Kombat Champion.

CLASSIC SUB-ZERO™



ULTIMATE
HIDDEN CHARACTERS

SPECIAL/FINISHING MOVES



ICE BLAST:

Sub-Zero throws a chilling blast of ice at his opponent, temporarily freezing his foe.



GROUND FREEZE:

If opponents step where Sub-Zero has frozen the ground with this move, they will slip and slide helplessly.



ICE BALL:

D, F, LP

GROUND FREEZE:

D, B, LK

SLIDE:

Q/LP + BL + LK

SLIDE:

Sub-Zero can quickly bring his opponents to the floor by deftly sliding into them.



HEAD RIP:

**D, D, D, F, HP
(CLOSE)**

HEAD RIP:

The Icy Ninja performs a fatality from MKI, except this time the screen goes black to shield the squeamish from this gory scene.



**STAGE
FATALITIES:**

F, D, F, F, HP

COMBOS

BUTTON LINK COMBOS:

- #1 HP, HP, D + LP, D + HP
- #2 HP, HP, LK, HK, OCF + LK
- #3 HK, LK, OCF + LK

JUGGLE COMBOS:

- #1 HP, HP, D + LP, D + HP, Jump Kick, Slide
- #2 Juggle Punch, Ground Freeze, Uppercut
- #3 Juggle Punch, Ground Freeze, HP, HP, D + LP, D + HP, Jump Kick, Slide

COUNTERS

SWEEP COUNTER:

Slide (as sweep is starting)

JUMPING ATTACK COUNTERS:

High Punch
Uppercut
Roundhouse
Juggle Punch, Ground Freeze, Uppercut
Juggle Punch, Ice Ball, Sweep or Uppercut
Juggle Puch, Slide
Slide

MOST DANGEROUS FOES:

Nightwolf, Scorpion, Ermac, Mileena



CLASSIC SUB-ZERO VICTORY SCREEN

Having been killed in the first tournament, Sub-Zero somehow seems to have emerged to win the third tournament. However, upon removing his mask both the Outworld and the Earth-born warriors are shocked to discover the true identity of this warrior—a warrior who has long been missing from a previous Mortal Kombat, and one who will return in the fourth tournament.

CLASSIC
SMOKE™

ULTIMATE
HIDDEN CHARACTERS



108

CLASSIC SMOKE

SPECIAL/FINISHING MOVES

To access Classic Smoke, pick Robo-Smoke and quickly hold the joystick away from your opponent while pressing HK, HP, BL, and RN simultaneously until the round starts. If the code is performed correctly, Robo-Smoke becomes Classic Smoke. Unlike with other hidden characters, you have to enter Classic Smoke's code every time you want to play him.

SPECIAL MOVES

TELEPORT PUNCH:

Classic Smoke disappears and then reappears, meeting his opponent with a smashing face punch.

SPEAR:

Classic Smoke throws a razor-sharp device that harpoons his opponent and draws them near.

AIR THROW:

Classic Smoke can grab airborne opponents and slam them to the ground.

FINISHING MOVES

UPPERCUT DECAPITATION:

Classic Smoke delivers a horrendous uppercut that decapitates his opponent.

BABALITY:

Classic Smoke turns the clock back on his opponent.

STAGE FATALITIES:

This code works for The Pit, Wooden Tower, Subway, and Inferno stages.

COMBOS

#1 HP, HP, HK, B + HK

#2 HP, HP, U + LP

#3 HK, HK, UK, B + HK



TELEPORT PUNCH:

B, B, HP

SPEAR:

B, B, LP

AIR THROW:

BL (WHILE IN
AIR NEXT TO
OPPONENT)

UPPERCUT DECAPITATION:

RN, BL, RN,
RN, HK

BABALITY:

D, B, B, F, HP

STAGE FATALITIES:

F, U, U, LP

THE BOSSES

AS IN PREVIOUS VERSIONS OF MORTAL KOMBAT, AFTER YOU HAVE DEFEATED ALL OF YOUR MAIN OPPONENTS, YOU STILL FACE TWO VERY UNFORGIVING BOSSES. ONCE YOU HAVE DESTROYED BOTH OF THESE MONSTERS, YOU WILL BE THE SUPREME KOMBATANT AND WILL REIGN CHAMPION.

MOTARO™

AFTER HAVING SEEN BOTH OF HIS SHOKAN HENCHMEN BEATEN IN THE FIRST TWO TOURNAMENTS, SHAO KAHN DRAFTS A NEW TYPE OF WARRIOR TO DO HIS DIRTY WORK—A CENTAURIAN NAMED MOTARO.

MOTARO IS A HUGE FIGHTER WITH A GIANT UPPER-BODY AND THE LOWER BODY OF A HORSE. HIS POWERFUL HOOVES CAN SEVERELY DAMAGE AN OPPONENT, ALONG WITH HIS MASSIVE FOREARMS AND EXPLOSIVE ENERGY BLASTS.



FIGHTING MOTARO



To be successful when fighting against Motaro, you must be ready to counter his jumping attacks with a swift jump kick of your own. Once you knock him down, immediately run toward his dazed body and unleash your character's biggest Button Link combo. Occasionally, Motaro will block the first few hits of the combo, but you are almost certain to connect with the last couple. In fact, sometimes he won't block any of the hits, resulting in a more speedy victory for you.

One important thing to keep in mind: almost all of Motaro's attacks can be countered with an uppercut—this includes Motaro's Low Jumping Lunge, High Jumping Lunge, and Tail Swipe. If you're extremely quick, you can even stop him from using his Grab with an uppercut. By using the "jump kick/combo" system to fight against him, you are almost guaranteed a victory every time you fight him. Just remember to refrain from using your character's projectiles—they're useless since Motaro's tough outer skin can deflect them back toward you.



SHAO KAHN™

AS IN THE SECOND TOURNAMENT, THE LAST OPPONENT YOU FACE IS THE EVER-POWERFUL SHAO KAHN. SHAO KAHN IS TIRED OF HAVING THE TOURNAMENTS FALL OUT OF HIS HANDS, SO THIS TIME HE CAME PREPARED WITH SOME NEW AND DEVASTATING ATTACKS. THE NEW ATTACKS IN HIS ARSENAL INCLUDE:

SHADOW RISING
UPPERCUT

SHADOW
SHOULDER RUSH

SUPER Mallet

GREEN NOVA
BLAST

SHAO KAHN IS
VERY WELL
ROUNDED NOW
AND SHOULD BE
APPROACHED
WITH MUCH
CAUTION.

FIGHTING SHAO KAHN



Depending on who you're playing as, you have the ability to destroy or be destroyed by Shao Kahn. The most basic strategy to defeat the head Boss is to constantly duck down, then immediately uppercut him when he performs his Shadow Rising Uppercut. Follow that up with your character's most devastating Button Link combo and you may stand a chance. When the combo has knocked him away, go back to the ducking position and start the pattern again.

Another way to defeat Kahn is by using your character's projectile attacks repeatedly. This tactic is not as effective as the first, but with certain characters it can be utilized. Some examples include: Sub-Zero's Ice Ball/uppercut and Liu Kang's Low Fireball patterns.

Also, if you find yourself being approached by Kahn and you want to keep him away, use a sweep. Usually, Shao Kahn will perform his Shadow Shoulder Rush and the sweep will knock him out of it. The final way to defeat Shao Kahn is to use a character who has a Button Link combo that knocks Shao Kahn into the air. After you have performed the combo, run up next to his fallen body and perform the combo again as he begins to rise. This pattern is very effective and will lead you to victory almost every time.



Shadow Rising Uppercut



Shadow Shoulder Rush



Super Mallet



Green Nova Blast

Secret Codes

MK3 is loaded with special gameplay features which can be accessed through entering codes at the correct time. For a complete description of where, when, and how to enter these special codes, see the "Game Basics" section of this book.

THE ULTIMATE KOMBAT KODES

Enter these codes after losing to the computer in a one-player game and you will add to the cast of selectable characters.

ERMAC



BUTTON CODE:
12344-44321



BUTTON CODE:
22264-22264

CLASSIC SUB-ZERO



BUTTON CODE:
81835-81835

THE VERSUS SCREEN CODES

Quickly enter these code combinations at the Versus Screen to reveal several game secrets.

DISABLE TURTLES

SYMBOL SEQUENCE:

**MK, DR, DR, MK,
DR, DR**

BUTTON CODE:

1, 0, 0, 1, 0, 0

DISABLE BLOCKING

SYMBOL SEQUENCE:

**DR, YNY, DR, DR,
YNY, DR**

BUTTON CODE:

0, 2, 0, 0, 2, 0

NO POWER BARS

SYMBOL SEQUENCE:

**SKL, SK, RD, DR,
YNY, 3**

BUTTON CODE:

-1, -2, -3, 1, 2, 3

DATA FIGHTING

SYMBOL SEQUENCE:

**GR, SK, SK, ?,
YNY, YNY**

BUTTON CODE:

-4, -2, -2, 4, 2, 2

RAMPAGE KOMBAT

SYMBOL SEQUENCE:

?, GR, DR, ?, GR, DR

BUTTON CODE:

4, -4, 0, 4, -4, 0

PSYCHO KOMBAT

SYMBOL SEQUENCE:

**SKL, SK, BLT,
DR, YNY, BLT**

BUTTON CODE:

-1, -2, 5, 1, 2, 5

UNLIMITED TIME

SYMBOL SEQUENCE:

?, GR, GR, ?, GR, GR

BUTTON CODE:

4, -4, -4, 4, -4, -4

PLAYER ONE

1/2 ENERGY

SYMBOL SEQUENCE:

DR, 3, 3, DR, DR, DR

BUTTON CODE:

0, 3, 3, 0, 0, 0

PLAYER TWO

1/2 ENERGY

SYMBOL SEQUENCE:

DR, DR, DR, DR, 3, 3

BUTTON CODE:

0, 0, 0, 0, 3, 3

PLAYER ONE

1/4 ENERGY

SYMBOL SEQUENCE:

RD, DR, RD, DR, DR, DR

BUTTON CODE:

-3, 0, -3, 0, 0, 0

PLAYER TWO

1/4 ENERGY

SYMBOL SEQUENCE:

DR, DR, DR, RD, DR, RD

BUTTON CODE:

0, 0, 0, -3, 0, -3

BOSS MONTARIO



SYMBOL SEQUENCE:

SKL, GR, SKL, DR,
?, DR

BUTTON CODE:

-1, -4, -1, 1, 4, 1

THE VERSUS SCREEN CODES



FIGHT SHAO KAHN

SYMBOL SEQUENCE:

DR, 3, 3, BLT, GR, ?

BUTTON CODE:

0, 3, 3, 5, -4, 4

FIGHT GONGXI

SYMBOL SEQUENCE:

YNY, DR, BLT, YNY,
DR, BLY

BUTTON CODE:

2, 0, 5, 2, 0, 5

FIGHT HONG KAHN

SYMBOL SEQUENCE:

RD, GR, SKL, 3, ?, YNY

BUTTON CODE:

-3, -4, -1, 3, 4, 2

GO TO HELL SHOOTER GAME

SYMBOL SEQUENCE:

GR, ?, YNY, ?, GR, SK

BUTTON CODE:

-4, 4, 2, 4, -4, -2

MESSAGE CODE #1

SYMBOL SEQUENCE:

MK, YNY, 3, SKL, YNY, GR

BUTTON CODE:

1, 2, 3, -1, 2, -4

MESSAGE CODE #2

SYMBOL SEQUENCE:

SKL, SK, RD, GR, GR, GR

BUTTON CODE:

-1, -2, -3, -4, -4, -4

MESSAGE CODE #3

SYMBOL SEQUENCE:

YNY, SK, YNY, YNY,
SK, YNY

BUTTON CODE:

2, -2, 2, 2, -2, 2

VS. SCREEN

KOMBAT ZONE: JADE'S DESERT

SYMBOL SEQUENCE:

3, 3, DR,
DR, 3, 3

BUTTON CODE:

3, 3, 0, 0, 3, 3

KOMBAT ZONE: SCORPION'S LAIR

SYMBOL SEQUENCE:

GR, GR,
GR, ?, ?, ?

BUTTON CODE:

-4, -4, -4, 4, 4, 4

KOMBAT ZONE: BELL TOWER

SYMBOL SEQUENCE:

DR, SKL, MK,
MK, SKL, DR

BUTTON CODE:

0, -1, 1, 1, -1, 0

KOMBAT ZONE: NOBE'S DORFEN

SYMBOL SEQUENCE:

DR, BLT, DR,
DR, BTL, DR

BUTTON CODE:

0, 5, 0, 0, 5, 0

KOMBAT ZONE: ERMAC'S PORTAL

SYMBOL SEQUENCE:

SKL, 3, 3,
SKL, 3, 3

BUTTON CODE:

-1, 3, 3, -1, 3, 3



VS. SCREEN

KOMBAT ZONE:
THE SUBWAY

SYMBOL SEQUENCE:

SK, SK, DR, DR, SK, SK

BUTTON CODE:

-2, -2, 0, 0, -2, -2

KOMBAT ZONE:
THE GRAVEYARD

SYMBOL SEQUENCE:

GR, GR,
GR, 3, 3, 3

BUTTON CODE:

-4, -4, -4, 3, 3, 3

KOMBAT ZONE:
THE ROOF

SYMBOL SEQUENCE:

3, ?, 3, 3, ?, 3

BUTTON CODE:

3, 4, 3, 3, 4, 3

KOMBAT ZONE: PIT 2

SYMBOL SEQUENCE:

SK, YNY, DR, DR, YNY, SK

BUTTON CODE:

8, 2, 0, 0, 2, 8

NEW RANGER KOMBAT

SYMBOL SEQUENCE:

?, ?, ?, ?, ?, ?

BUTTON CODE:

4, 4, 4, 4, 4, 4

VS. SCREEN

SECRET NUMBER

SYMBOL SEQUENCE

3, DR, DR, 3, DR, DR

BUTTON CODE

3, 0, 0, 3, 0, 0

TO DISCOVER THE YEAR FROM 1 TO THE SAME YOU'RE PLAYING ON

SYMBOL SEQUENCE

SKL, SKL, SKL,
SKL, SKL, SKL

BUTTON CODE

-1, -1, -1, -1, -1, -1

THROWING ENCOURAGED

SYMBOL SEQUENCE

DR, MK, DR, DR, MK, DR

BUTTON CODE

0, 1, 0, 0, 1, 0

TOUR PLAYS

SYMBOL SEQUENCE

BTL, BTL, DR,
BTL, BTL, DR

BUTTON CODE

5, 5, 0, 5, 5, 0

NEW CODES



4-PLAYER CODES

EXPLOSIVE KOMBAT

SYMBOL SEQUENCE:

YNY, YNY, RD,
YNY, YNY, RD

BUTTON CODE:

2, 2, -3, 2, 2, -3

EXPLOSIVE KOMBAT/ THROWING GRAPPLE

SYMBOL SEQUENCE:

DR, YNY, YNY,
YNY, YNY, DR

BUTTON CODE:

0, 2, 2, 2, 2, 0

MIKE VERMOR QUOTE

SYMBOL SEQUENCE:

?, ?, SK, SK, ?, ?

BUTTON CODE:

4, 4, -2, -2, 4, 4

EDDY FERRER QUOTE

SYMBOL SEQUENCE:

MK, YNY, YNY,
YNY, YNY, MK

BUTTON CODE:

1, 2, 2, 2, 2, 1

RAIN CLUE

SYMBOL SEQUENCE:

RD, DR, RD, 3, MK, 3

BUTTON CODE:

-3, 1, -3, 3, 1, 3

ED BOON QUOTE

SYMBOL SEQUENCE:

DR, DR, ?, ?, DR, DR

BUTTON CODE:

0, 0, 4, 4, 0, 0

BLAZE FIGHT KITT BACKGROUND

SYMBOL SEQUENCE:

DR, DR, 1, RD, DR, DR

BUTTON CODE:

0, 0, 4, -3, 0, 0

RIVER BACKGROUND

SYMBOL SEQUENCE:

DR, DR, YNY, DR, DR, 3

BUTTON CODE:

0, 0, 2, 0, 0, 3

TEMPLE BACKGROUND

SYMBOL SEQUENCE:

GR, DR, DR, DR, 1, DR

BUTTON CODE:

-4, 0, 0, 0, 4, 0

BOSS BACKGROUND

SYMBOL SEQUENCE:

MK, YNY, 3,
SKL, DR, MK

BUTTON CODE:

1, 2, 3, -1, 0, 1

BRIDGE BACKGROUND

SYMBOL SEQUENCE:

DR, RD, RD,
DR, YNY, YNY

BUTTON CODE:

0, -3, -3, 0, 2, 2

NEW CODES



TOWER BACKGROUND

SYMBOL SEQUENCE:

SK, SK, DR, YNY, YNY, DR

BUTTON CODE:

-2, -2, 0, 2, 2, 0

END TOWER

SYMBOL SEQUENCE:

DR, 7, 7, 7, 7, DR

BUTTON CODE:

0, 4, 4, 4, 4, 0

SWEET BACKGROUND

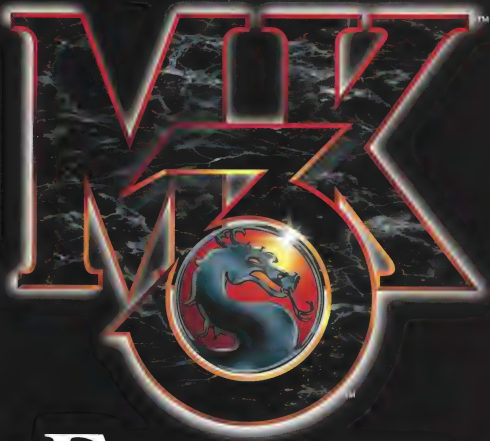
SYMBOL SEQUENCE:

DR, RD, SKL, DR, 3, BLT

BUTTON CODE:

0, -3, -1, 0, 3, 5

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